ButtonBuild

ButtonProduction

- generatorIsNotEmpty : Bool
- buildingIsInView : Bool
- resourceType : com.isartdigital.perle.game.managers.GeneratorType
- id : Int
- myGeneratorDesc : com.isartdigital.perle.game.managers.GeneratorDescription

- desactivate () : Void
+ desactiveWithGenerator () : Void
+ desactiveWithBuilding () : Void
- activate () : Void
- activateWithGenerator () : Void
- setActive (data : Dynamic) : Void
+ activeWithBuilding (pDesc : com.isartdigital.perle.game.managers.TileDescription, pType : com.isartdigital.perle.game.managers.GeneratorType) : Void
- setMyGenerator (pType : com.isartdigital.perle.game.managers.GeneratorType) : Void

ButtonRegion

- regionType : com.isartdigital.perle.game.managers.RegionType
- worldMapPos : pixi.core.math.Point
- firstCasePos : pixi.core.math.Point

Hud

- buttonMap : Map
- buildingBackground : com.isartdigital.perle.ui.UIElement
- hudBottom : pixi.core.display.Container
- BUTTON_START_POINT : pixi.core.math.Point
- BUTTONS_NAMES : Array<String>
- instance : Hud
- MARGIN_RIGHT : Int

+ destroy () : Void
- createButtons (pContainer : pixi.core.display.Container, pNames : Array<String>, pStartPos : pixi.core.math.Point, pMargin : Int) : Void
+ getInstance () : Hud

HudContextual

- container : pixi.core.display.Container
- currentBuildingHudC : Menu_BatimentConstruit

+ destroy () : Void
+ createOnBuilding (pBuilding : com.isartdigital.perle.game.sprites.Building, pVBuilding : com.isartdigital.perle.game.virtual.VBuilding) : Void
+ initClass () : Void

com.isartdigital.utils.ui.Button

com.isartdigital.utils.ui.Screen

com.isartdigital.utils.ui.smart.SmartComponent

Menu_BatimentConstruit

- buildingRef : com.isartdigital.perle.game.sprites.Building
- btnHide : com.isartdigital.utils.ui.smart.SmartButton
- btnDescription : com.isartdigital.utils.ui.smart.SmartButton
- btnRemove : com.isartdigital.utils.ui.smart.SmartButton
+ vBuildingRef : com.isartdigital.perle.game.virtual.VBuilding

- onClickHide () : Void
- onClickDescription () : Void
- onClickRemove () : Void
- addListeners () : Void
+ init (pBuilding : com.isartdigital.perle.game.sprites.Building, pVBuilding : com.isartdigital.perle.game.virtual.VBuilding) : Void
+ removeToRegionBuilding () : Void

Package: com.isartdigital.perle.ui.hud