BHConstruction

- instance : BHConstruction

+ destroy () : Void
+ getInstance () : BHConstruction

BHHarvest

- btnClose : com.isartdigital.utils.ui.smart.SmartButton
- btnDescription : com.isartdigital.utils.ui.smart.SmartButton
- btnMove : com.isartdigital.utils.ui.smart.SmartButton
- instance : BHHarvest

+ destroy () : Void
- onClickClose () : Void
- onClickDescription () : Void
- onClickMove () : Void
+ getInstance () : BHHarvest

BHMoving

- btnConfirm : com.isartdigital.utils.ui.smart.SmartButton
- btnCancel : com.isartdigital.utils.ui.smart.SmartButton
- instance : BHMoving

+ destroy () : Void
- onClickConfirm () : Void
- onClickCancel () : Void
+ cantBuildHere () : Void
+ getInstance () : BHMoving

BuildingHud

+ virtualBuilding : com.isartdigital.perle.game.virtual.VBuilding
+ VBUILDING_STATE_TO_BH_TYPE : Map

- addListeners () : Void
+ init () : Void
+ unlinkVirtualBuilding (pVBuilding : com.isartdigital.perle.game.virtual.VBuilding) : Void
+ linkVirtualBuilding (pVBuilding : com.isartdigital.perle.game.virtual.VBuilding) : Void

com.isartdigital.utils.ui.smart.SmartComponent

Package: com.isartdigital.perle.ui.hud.building