VTribunal

- instance : VTribunal
- + setCameraPos (): Void
- + getByBoat (quantity : Int) : Void + getInstance (?pDesc : com.isartdigital.perle.game.managers.TileDescription) : VTribunal

com.isartdigital.perle.game.virtual.VBuilding

Package: com.isartdigital.perle.game.virtual.vBuilding