

PoolingManager ASSETNAME TO CLASS: Map INSTANCE TO SPAWN : Map + new () : Void + destroy () : Void - createInstance (IAssetName : String) : Dynami createToPool (IAssetName : String) : Void + addToPool (plnstance : Dynamic, lAssetName : String) : Void + getFromPool (IAssetName : String) : Dynamic + init () : Void

<typedef> TimeDescription refTile: Int progress: Float end: Float

+ init (): Void

- ImeQuestDescription

steps: Array<Float> stepIndex: Int refIntern: Int progress: Float end: Float

- Float

- Gestroy (): Void

- Void

<interface>
PoolingObject

ResourceDescription

<typedef>