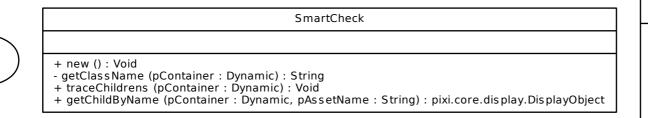
CheatPanel - gui : dat.gui.GUI - instance : CheatPanel - new () : Void + destroy () : Void + clear () : Void + ingame () : Void - init () : Void

+ getInstance () : CheatPanel



Package: com.isartdigital.perle.ui

```
UlManager
- popins : Array<com.isartdigital.utils.ui.Popin>
- instance : UIManager
+ new (): Void
+ destroy () : Void
+ startGame (): Void
+ closeHud (): Void
+ openHud (): Void
+ closeCurrentPopin (): Void
+ openPopin (pPopin : com.isartdigital.utils.ui.Popin) : Void
+ closeScreens (): Void
+ openScreen (pScreen : com.isartdigital.utils.ui.Screen) : Void
```

+ getInstance (): UIManager