Main - class NameNoPathToWireFramMC: Map - wireFrameMCToClassName : Map - pathClass : Map - frames : Int + stage : pixi.core.display.Container + renderer : pixi.core.renderers.webgl.WebGLRenderer - instance : Main - configPath : String - FPS : UInt - FACEBOOK APP ID: String + IN GAME FOLDER: String + UI FOLDER: String + GAME CONFIG : String + PRICE JSON NAME : String + UNLOCK ITEM ISON NAME: String + EXPERIENCE JSON NAME : String + DIALOGUE FTUE JSON NAME : String - ISON EXTENSION: String - JSON_FOLDER: String + destroy (): Void - render (): Void - doUlBuilderHack (): Void - forceImport (): Void + getWireFrameName (pClassNameNoPath : String) : String + getClassName (pMovieClipName : String) : String + getPath (pClassName : String) : String + resize (?pEvent : pixi.interaction.EventTarget) : Void - gameLoop (): Void - onLoadComplete (pLoader : com.isartdigital.utils.loader.GameLoader) : Void - onLoadProgress (pLoader : com.isartdigital.utils.loader.GameLoader) : Void - loadAssets (): Void - preloadAssets (pLoader : pixi.loaders.Loader) : Void - onLogin (): Void + getInstance (): Main - main (): Void

eventemitter3.EventEmitter

Package: com.isartdigital.perle