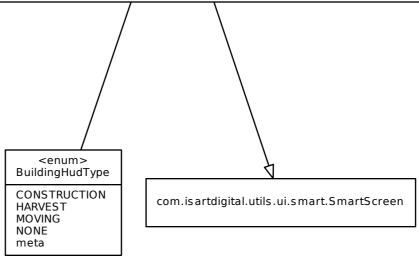
ButtonRegion

- regionType : com.isartdigital.perle.game.managers.RegionType
- worldMapPos : pixi.core.math.Point
- firstCasePos : pixi.core.math.Point

com.isartdigital.utils.ui.Button

Hud

- containerBuildingHud: pixi.core.display.Container
- currentBuildingHud : BuildingHudType
- instance : Hud - PREFIX : String
- + destroy (): Void + show (): Void
- + hide (): Void
- setTextValues (pContainerName : String, pTextName : String, pValue : Float, ?pMax : Float) : Void + setAllTextValues (value : Float, isLevel : Bool, ?type : com.isartdigital.perle.game.managers.GeneratorType, ?pMax : Float) : Void
- onClickListIntern (): Void
- onClickTribunal (): Void
- onClickShop (): Void
- + onClickBuilding (pCurrentState: com.isartdigital.perle.game.virtual.VBuildingState, pVBuilding: com.isartdigital.perle.game.virtual.VBuilding): Void
- addListeners (): Void
- + hideBuildingHud (): Void
- + changeBuildingHud (pNewBuildingHud: BuildingHudType, ?pVBuilding: com.isartdigital.perle.game.virtual.VBuilding): Void
- + getInstance () : Hud



Package: com.isartdigital.perle.ui.hud