LevelUpPoppin

- unlock : com.isartdigital.utils.ui.smart.SmartComponent
- bgLvl : com.isartdigital.utils.ui.smart.SmartComponent
- btnNext : com.isartdigital.utils.ui.smart.SmartButton
- imglmage : com.isartdigital.perle.game.sprites.FlumpStateGraphic
- img: com.isartdigital.utils.ui.smart.UISprite
- description : com.isartdigital.utils.ui.smart.TextSprite
- nameUnlock : com.isartdigital.utils.ui.smart.TextSprite
- typeUnlock : com.isartdigital.utils.ui.smart.TextSprite
- level : com.isartdigital.utils.ui.smart.TextSprite
- instance : LevelUpPoppin
- + destroy (): Void
- setWireframe (): Void
- onClickNext (): Void
- setImage (pAssetName : String) : Void
- setPopin (): Void
- + getInstance (): LevelUpPoppin

com.isartdigital.utils.ui.smart.SmartPopin

Package: com.isartdigital.perle.ui.popin.levelUp