



 precedentFrame : Bool precedentMousePos : pixi.core.math.Point - mouseTouchDown : Bool + touchGlobalPos : pixi.core.math.Point PoolingManager + positionInGame : pixi.core.math.Point + position : pixi.core.math.Point - ASSETNAME TO CLASS: Map - instance : MouseManager - INSTANCE TO SPAWN : Map + destroy () : Void - onTouchMove (pEvent : is.html.TouchEvent) : Void - createInstance (IAssetName : String) : Dynamic getMouseGlobalPos (): pixi.core.math.Point createToPool (IAssetName : String) : Void - soustractPoint (pPoint1 : pixi.core.math.Point, pPoint2 : pixi.core.math.Point) : pixi.core.math.Poin + addToPool (pInstance : Dynamic, IAssetName : String) : Void onMouseTouchUp (): Void + getFromPool (IAssetName : String) : Dynamic - onTouchDown (pEvent : js.html.TouchEvent) : Void + init () : Void onMouseDown (): Voice - moveGameContainer (pMouseLocalPos : pixi.core.math.Point) : Void + gameLoop () : Void - getLocalPos (pContainer : pixi.core.display.Container) : pixi.core.math.Point + getLocalMouseMapPos (): pixi.core.math.Point + getInstance (): MouseManager

MouseManager

PoolingObject + destroy (): Void | progress: Float | refintern: Int + recycle () : Void end : Float

<typedef> TimeDescription steps : Array<Float> refTile : Int stepIndex : Int

progress : Float + init () : Void end : Float

<typedef>

TimeOuestDescription

ResourceDescription refTile : Int