## ButtonRegion

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

Hud

- containerBuildingHud : pixi.core.display.Container
- buildingMovingBuilding : com.isartdigital.perle.ui.hud.building.BHMoving
- buildingTimeBased : com.isartdigital.perle.ui.hud.building.BHConstruction
- buildingRecolte : com.isartdigital.perle.ui.hud.building.BHHarvest
- currentBuildingHud : BuildingHudType
- instance : Hud

+ destroy () : Void
- setTextValues (pContainerName : String, pTextName : String, pValue : Float) : Void
+ setAllTextValues (value : Float, isLevel : Bool, ?type : com.isartdigital.perle.game.managers.GeneratorType) : Void
- onClickShop () : Void
- addListeners () : Void
+ hideBuildingHud () : Void
+ showBuildingHud (pNewBuildingHud : BuildingHudType, pVBuilding : com.isartdigital.perle.game.virtual.VBuilding) : Void
+ getInstance () : Hud

com.isartdigital.utils.ui.Button

<enum>
BuildingHudType

CONSTRUCTION
HARVEST
MOVING
meta
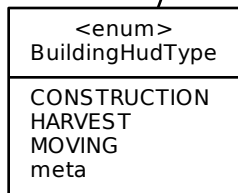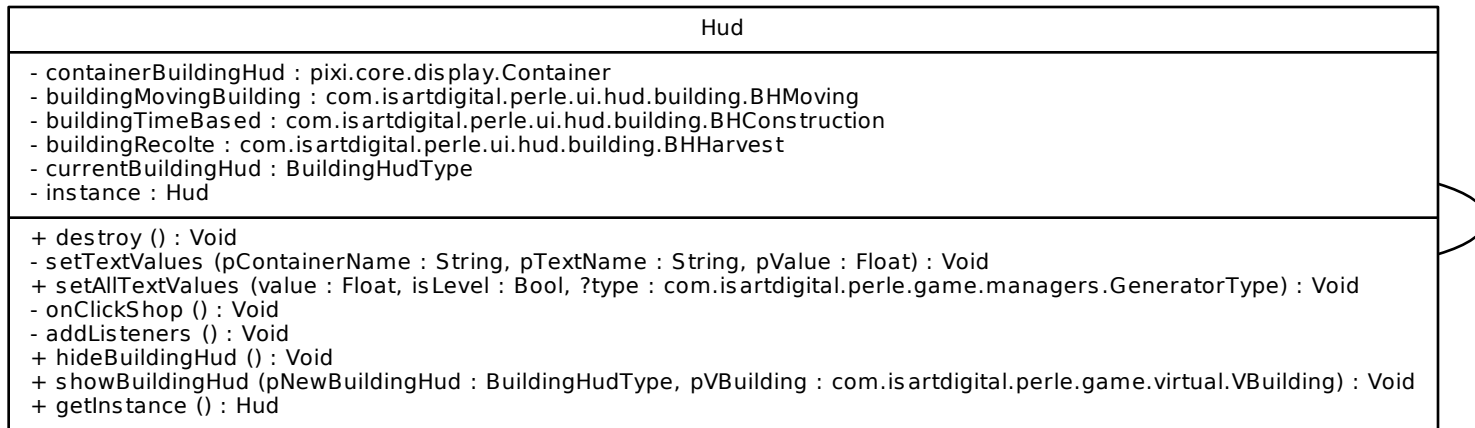
com.isartdigital.utils.ui.smart.SmartScreen

Package: com.isartdigital.perle.ui.hud