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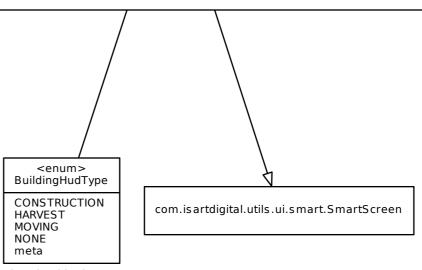
- regionType : com.isartdigital.perle.game.managers.Alignment
- worldMapPos : pixi.core.math.Point
- firstCasePos : pixi.core.math.Point

Hud

- containerBuildingHud : pixi.core.display.Container
- currentBuildingHud : BuildingHudType
+ isHide : Bool
- instance : Hud

+ 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
- refreshTextValue (pArray : Array<com.isartdigital.perle.game.managers.TotalResourcesEventParam>) : 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
+ showInternEvent (pEvent : js.html.KeyboardEvent) : Void
+ changeBuildingHud (pNewBuildingHud : BuildingHudType, ?pVBuilding : com.isartdigital.perle.game.virtual.VBuilding) : Void
+ getInstance () : Hud

com.isartdigital.utils.ui.Button

<enum>
BuildingHudType

CONSTRUCTION
HARVEST
MOVING
NONE
meta

com.isartdigital.utils.ui.smart.SmartScreen

Package: com.isartdigital.perle.ui.hud