## Choice choiceType : ChoiceType - imgPos : flump.library.Point - mousePos : flump.library.Point - internEfficiency : Int - internSpeed : Int - internStress : Int - textDescAnswer : Map - choiceCard : com.isartdigital.utils.ui.smart.UISprite - internSide : com.isartdigital.utils.ui.smart.TextSprite - internName : com.isartdigital.utils.ui.smart.TextSprite - evilChoice : com.isartdigital.utils.ui.smart.TextSprite - heavenChoice : com.isartdigital.utils.ui.smart.TextSprite - presentationChoice : com.isartdigital.utils.ui.smart.TextSprite - btnShare : com.isartdigital.utils.ui.smart.SmartButton - btnClose : com.isartdigital.utils.ui.smart.SmartButton - btnInterns : com.isartdigital.utils.ui.smart.SmartButton - btnDismiss : com.isartdigital.utils.ui.smart.SmartButton + eChoiceDone : pixi.interaction.EventEmitter - is Open: Bool - DIFF MAX : Float - MOUSE DIFF MAX : Float + EVENT CHOICE DONE : String - instance : Choice + destroy (): Void + show (): Void + hide (): Void - onClose (): Void - chooseHeavenCHoice (): Void - chooseHellChoice (): Void - replaceCard (): Void - followMouse (mEvent : pixi.interaction.EventTarget) : Void - startFollow (mEvent : pixi.interaction.EventTarget) : Void - onSeeAll (): Void - onDismiss (): Void - shareEvent (): Void - addListeners (): Void + createChoiceText (): Void - getComponents (): Void + is Visible (): Bool + getInstance (): Choice <enum> ChoiceType **HEAVEN** com.isartdigital.utils.ui.smart.SmartPopin HELL NONE meta

<enum>
ChoiceGeneratedText

DESC HELL HEAVEN meta

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