

TypeDefUtils

- + buildingSavedDef : com.isartdigital.builder.game.sprites.buildings.def.BuildingSavedDef
- + tileSavedDef : com.isartdigital.builder.game.def.TileSavedDef

- + new () : Void
- + compare (pType1 : Dynamic, pType2 : Dynamic) : Bool
- + getValue (pTypeDef : Dynamic) : Dynamic

Package: com.isartdigital.builder.game.utils