Main + stage: pixi.core.display.Container + renderer : pixi.core.renderers.webgl.WebGLRenderer - assetsLoaded : Bool - userInfoLoaded: Bool - increase : Bool - instance : Main - CONFIG PATH: String - callBackUI (pData: Dynamic): Void - cbAds (pData : Dynamic) : Void - callBackApi (pData : Dynamic) : Void - onFacebookLogin (): Void + destroy (): Void - render (): Void

- gameLoop (): Void - startGame (): Void

+ resize (?pEvent : pixi.interaction.EventTarget) : Void

- tryToStartGame (): Void

- onLoadComplete (pLoader: com.isartdigital.utils.loader.GameLoader): Void

- onLoadProgress (pLoader: com.isartdigital.utils.loader.GameLoader): Void

- cbOnUserInfosReceipt (pData: String): Void

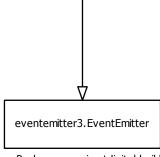
- loadUserInfos (): Void

- loadAssets (pLoader : com.isartdigital.utils.loader.GameLoader) : Void

- preloadAssets (pLoader : pixi.loaders.Loader) : Void

- importClasses (): Void + getInstance (): Main

- main (): Void



Package: com.isartdigital.builder