Citizen

- isPassiveCitizen : Bool
- nextPositionToReach : pixi.core.math.Point
- isCurrentlyMoving : Bool
- pathToFollow : Array<pixi.core.math.Point>
- timeToRunThough100Pixel : Float
- trailsActivated : Bool
+ passiveCitizens : Array<Citizen>
+ list : Array<Citizen>
+ assetNameList : Array<String>
+ HEAD_OF_PARADE_ASSET_NAME : String
- CHANCE_TO_LAUNCH_FIREWORKS_AFTER_CHANGING_DIRECTION : Float
- TIME_TO_SHOW_OR_HIDE_PASSIVE_CITIZEN : Int
- HEIGHT_FOR_TOP_RIGHT_ORIANTATION : Int
- WIDTH_FOR_TOP_RIGHT_ORIANTATION : Int
- HEIGHT_FOR_TOP_LEFT_ORIANTATION : Int
- WIDTH_FOR_TOP_LEFT_ORIANTATION : Int
- ALPHA_TO_REACH_WHEN_APPEAR : Float
- TIME_TO_GET_FULL_ALPHA : Float
- TIME_TO_DISAPPEAR : Float
- TIME_TO_APPEAR : Float
- TIME_MULTIPLICATOR_FOR_EASING : Float
- PIXEL_100 : Float
- TIME_TO_RUN_THOUGH_100_PIXEL_FOR_PASSIVE_CITIZEN : Float
- TRAILS_FREQUENCY : Float

- createTrails () : Void
+ disappear () : Void
- isDirectionEqual (direction : pixi.core.math.Point, sourceToTest : pixi.core.math.Point) : Bool
- getCurrentDirection () : String
- changeOrientation () : Void
- getTimeToReachNextPosition () : Float
- onMoveUpdate () : Void
- changeModelSize () : Void
- move (?accelerate : Bool) : Void
- refreshPathToFollow (path : Array<com.isartdigital.utils.lib.pathfinder.Coordinate>) : Void
+ getPathToFollow () : Array
+ setPath (targetDestination : pixi.core.math.Point) : Void
+ hasReachEndPositionOfPath () : Bool
+ getPositionInModel () : pixi.core.math.Point
+ setNoTransparency () : Void
+ getRandomAssetName () : String
+ setNewTimeToRunThough100Pixel (value : Float) : Void
+ createCitizenAtRandomPosition () : Void
+ reInitAllPassiveCitizenPath () : Void
+ toggleAllPassiveCitizensVisibility (show : Bool) : Void
+ showAllPassiveCitizens () : Void
+ hideAllPassiveCitizens () : Void

CitizenDirections

+ FRAMES_TOP : Int
+ FRAMES_BOT : Int
+ FRAMES_LEFT : Int
+ FRAMES_TOP_LEFT : Int
+ FRAMES_BOT_LEFT : Int
+ BOT_LEFT : String
+ BOT_RIGHT : String
+ TOP_LEFT : String
+ TOP_RIGHT : String
+ BOT : String
+ TOP : String
+ RIGHT : String
+ LEFT : String

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com.isartdigital.utils.game.StateGraphic

com.isartdigital.utils.game.iso.IZSortable

Package: com.isartdigital.builder.game.sprites.citizen