

BuildingComponents
<ul style="list-style-type: none"> <li>+ HARDBUILD : String</li> <li>+ PAINTABLE : String</li> <li>+ COLLECTABLE : String</li> <li>+ UPGRADABLE : String</li> <li>+ MOVABLE : String</li> <li>+ ERASABLE : String</li> </ul>

BuildingEvents
<ul style="list-style-type: none"> <li>+ MOVE_DISABLE : String</li> <li>+ MOVE_CONFIRM : String</li> <li>+ UNSELECTED : String</li> <li>+ SELECTED : String</li> </ul>

BuildingNames
<ul style="list-style-type: none"> <li>+ GIFTSHOP : String</li> <li>+ CANTINA : String</li> <li>+ CHURCH : String</li> <li>+ LANTERNS : String</li> <li>+ CITY_HALL : String</li> <li>+ HARBOR : String</li> <li>+ FLOATING_FLOWER : String</li> <li>+ BIG_FLOWER_POT : String</li> <li>+ STATUE : String</li> <li>+ ALTAR : String</li> <li>+ PARK : String</li> <li>+ MAIN_SQUARE : String</li> <li>+ HOUSE : String</li> <li>+ PYROTECHNICIAN : String</li> <li>+ BROTHEL : String</li> <li>+ BAR : String</li> </ul>

Package: com.isartdigital.builder.game.sprites.buildings.const