Hud

- shopButton : com.isartdigital.builder.ui.buttons.ShopButton
- paradeButton : com.isartdigital.builder.ui.buttons.ParadeButton
- goldCurrency : GoldCurrency
- spiceCurrency : SpiceCurrency
- offeringCurrency : OfferingsCurrency
- levelComponent : LevelCurrency
- instance : Hud
+ UPDATE_REQUEST_PESOS_TEXT : String
+ UPDATE_REQUEST_PIMIENTOS_TEXT : String
+ UPDATE_REQUEST_OFFERING_TEXT : String
+ UPDATE_REQUEST_XP : String
+ UPDATE_REQUEST_LVL : String

+ destroy () : Void
- onResize (?pEvent : pixi.interaction.EventTarget) : Void
- setVariableFromChild () : Void
- updateLevel (pNumber : Float) : Void
- updateXp (pPercentProgress : Float) : Void
- onUpdateOffering (offeringValue : Int) : Void
- onUpdatePesos (pesosValue : Int) : Void
- onUpdatePimientos (pesosValue : Int) : Void
- unsubscribeEvent () : Void
- subscribeEvents () : Void
+ getShopButton () : com.isartdigital.builder.ui.buttons.ShopButton
+ getParadeButton () : com.isartdigital.builder.ui.buttons.ParadeButton
+ getLevelComponent () : LevelCurrency
+ getSpiceComponent () : SpiceCurrency
+ getGoldComponent () : GoldCurrency
+ getOfferingComponent () : OfferingsCurrency
+ getRessourceProductionAssetPositionInHud (ressource : String) : pixi.core.math.Point
+ getInstance () : Hud

<interface>
BuildingHudElement

+ basePosition : pixi.core.math.Point

HudParade

- timerParade : com.isartdigital.builder.ui.items.TimerParade
- resourcesView : com.isartdigital.builder.ui.items.ResourcesView
- instance : HudParade
+ UPDATE_REQUEST_OFFERING_VIEW : String
+ UPDATE_REQUEST_PIMIENTOS_VIEW : String
+ UPDATE_REQUEST_PESOS_VIEW : String
+ UPDATE_REQUEST_TIMER : String

+ destroy () : Void
- setVariableFromChild () : Void
- onUpdateRequestOfferingView (pOfferingValue : Int) : Void
- onUpdateRequestPimientosView (pPimientosValue : Int) : Void
- onUpdateRequestPesosView (pPesosValue : Int) : Void
- onUpdateRequestTimer (pValueTimer : Int) : Void
- unsubscribeEvent () : Void
- subscribeEvent () : Void
+ close () : Void
+ open () : Void
+ getRessourceView () : com.isartdigital.builder.ui.items.ResourcesView
+ getInstance () : HudParade

BaseBuildingHUDEvent

+ HARDBUILD_BUTTON : String
+ DELETE_BUTTON : String
+ MOVE_BUTTON : String
+ PAINT_BUTTON : String
+ UPGRADE_BUTTON : String

GoldCurrency

+ goldText : pixi.core.text.Text

+ destroy () : Void
+ changeDisplayTextValue (number : Int) : Void
- setVariablesFromChild () : Void

OfferingsCurrency

+ offeringText : pixi.core.text.Text

+ destroy () : Void
+ changeDisplayTextValue (number : Int) : Void
- setVariablesFromChild () : Void

SpiceCurrency

+ spiceText : pixi.core.text.Text

+ destroy () : Void
+ changeDisplayTextValue (number : Int) : Void
- setVariablesFromChild () : Void

com.isartdigital.utils.ui.Screen

LevelCurrency

- xpInfo : pixi.core.text.Text
- lvlText : pixi.core.text.Text
- progressBar : pixi.core.display.DisplayObject
- widthProgressBar : Float
- originPositionProgressBar : Float

- setVariableFromChild () : Void
+ placePicture (pPicture : pixi.core.sprites.Sprite) : Void
- updateXpInfoText () : Void
+ setProgressBar (pPercent : Float, ?pFeedBack : Bool) : Void
+ setLevel (pLevel : Int) : Void
- createXpInfo () : Void

BaseBuildingHUD

- currentBuildingEventDef : com.isartdigital.builder.game.sprites.buildings.def.BuildingEventDef
+ hardBuildButton : com.isartdigital.builder.ui.buttons.HardBuildButton
- deleteButton : com.isartdigital.builder.ui.buttons.DeleteButton
- moveButton : com.isartdigital.builder.ui.buttons.MoveButton
+ upgradeButton : com.isartdigital.builder.ui.buttons.UpgradeButton
- paintButton : com.isartdigital.builder.ui.buttons.ColorButton
- buildingInfoElement : com.isartdigital.builder.ui.items.BuildingInfo
- elements : Array<pixi.core.display.DisplayObject>
- BUTTON_HARDBUILD_NAME : String
- DESCRIPTION_ITEM : String
- BUTTON_MOVE_NAME : String
- BUTTON_UPGRADABLE_NAME : String
- BUTTON_COLOR_NAME : String
- BUTTON_DELETE_NAME : String
- _instance : BaseBuildingHUD

- isClassNameEqual (pName : String, pSuffix : String, pClass : Class) : Bool
- hideElements (?pFeedBack : Bool) : Void
- packChildren () : Void
- centerBuildingHud () : Void
- setToStartPosition (pObject : pixi.core.display.DisplayObject) : Void
- startHideFeedBack (pObject : pixi.core.display.DisplayObject) : Void
- startAppearFeedBack (pObject : pixi.core.display.DisplayObject) : Void
- onUpgradeClick (event : pixi.interaction.EventTarget) : Void
- showChild (pDef : com.isartdigital.builder.game.sprites.buildings.def.BuildingEventDef) : Void
- setComponent (pSuffix : String, pClass : Class) : Void
- sortByX (pObjectA : pixi.core.display.DisplayObject, pObjectB : pixi.core.display.DisplayObject) : Int
+ getInstance () : BaseBuildingHUD

CurrencyAsset

+ MIDDLE_OF_CURRENCY_CIRCLE_OFFSET_Y : Int
+ MIDDLE_OF_CURRENCY_CIRCLE_OFFSET_X : Int

com.isartdigital.utils.ui.UIComponent

Package: com.isartdigital.builder.ui.hud