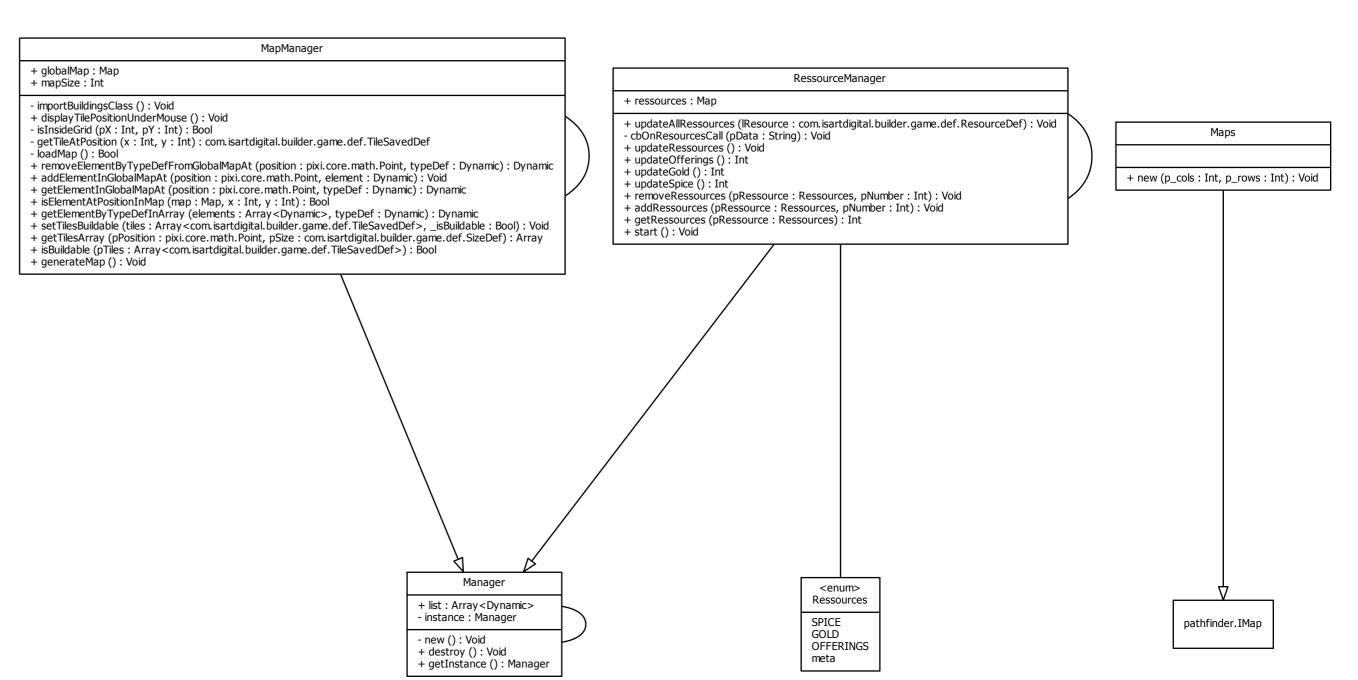
ClippingManager - BOTTOM_RIGHT_RIGHT: pixi.core.math.Point - BOTTOM RIGHT: pixi.core.math.Point - BOTTOM LEFT: pixi.core.math.Point - TOP RIGHT: pixi.core.math.Point - screenPosition: pixi.core.math.Point - currentScreenPosition: pixi.core.math.Point - clipInY : Int - clipInX : Int - direction : String - screenRectModel : pixi.core.math.shapes.Rectangle - objectListView : Array < Array > - classView : Array < Class > - typeDefModels : Array < Dynamic > - delta : pixi.core.math.Point - map : Map - SAFE MARGE MODEL : Float - SAFE MARGE VIEW : Float - Instance : ClippingManager - new (): Void - hadToManage () : Bool - distBetween (pPointA: pixi.core.math.Point, pPointB: pixi.core.math.Point): Float - rectIsInRect (pBase : pixi.core.math.shapes.Rectangle, pRect : pixi.core.math.shapes.Rectangle) : Bool - removeInList (pList : Array < com. isartdigital.builder.game.pooling.IPoolObject >) : Void - removeObject (): Void - setScreenRectModel () : Void - shiftVertical (pPoint : pixi.core.math.Point) : Void - shiftHorizontal (pPoint : pixi.core.math.Point) : Void - getUpRow () : Ärray - getDownRow () : Array - getRightCol () : Array - getLeftCol (): Array - getObjInPosition (pMap : Map, pPosition : pixi.core.math.Point) : Array - getAllRow () : Array - modelExist (pList: Array < com.isartdigital.builder.game.pooling.IPoolObject>, pModel: Dynamic): Bool - createObjFromModel (pArray : Array < Dynamic >) : Void - addObject (): Void + addAllObjetInView (): Void + manage (): Void + setOn (pMapModel: Map, pListView: Array < Array < Array < ppelta: pixi.core.math.Point, pDef: Array < Dynamic>, pBuilding: Array < Class>, pScreeRectRef(): pixi.core.math.shapes.Rectangle): Void - screenRectView (): pixi.core.math.shapes.Rectangle + getInstance () : ClippingManager



Package: com.isartdigital.builder.game.manager