

CameraUtils
+ new () : Void + ScreenBottom () : Float + ScreenTop () : Float + ScreenRight () : Float + ScreenLeft () : Float

Metadatas
+ gifts : Array<com.isartdigital.builder.game.def.metadatas.GiftsDef> + ftue : Array<com.isartdigital.builder.game.ftue.def.FtueStepDef> + buildingSettings : com.isartdigital.builder.game.def.metadatas.BuildingSettingsDef + shopItem : com.isartdigital.builder.game.def.metadatas.ShopItemDef + paradePattern : com.isartdigital.builder.game.def.metadatas.ParadePaternDef + paradeDetails : Map + parade : com.isartdigital.builder.game.def.metadatas.ParadeSettingsDef + levelReward : Array<com.isartdigital.builder.game.def.metadatas.LevelRewardDef>
- setBonusQualityInParadeSettings () : Void - initParadeDetails () : Void - loadDatas () : Void + init () : Void

TimeUtils
+ secondInMilliseconds : Float + minuteInMilliseconds : Float + hourInMilliseconds : Float + dayInMilliseconds : Float
+ getTimeLeftFromMilliseconds (timeInMilliSeconds : Float) : String

TypeDefUtils
+ ftueUIParamsDef : com.isartdigital.builder.ui.ftue.FtueUIParamsDef + buildingModelDef : com.isartdigital.builder.game.sprites.buildings.def.BuildingModelDef + tileModelDef : com.isartdigital.builder.game.def.TileModelDef
+ new () : Void + cloneObject (objectToClone : Dynamic) : Dynamic + compare (pType1 : Dynamic, pType2 : Dynamic) : Bool + getValue (pTypeDef : Dynamic) : Dynamic

Package: com.isartdigital.builder.game.utils