Clipping - cameraPositionSinceLastClip: pixi.core.math.Point elementsTypeToDisplay : Array < String > - clippedModels : Array < Dynamic> - clippingGarbageCollector : ClippingGarbageCollector + new (): Void - getCameraOffsetByLastCameraPositionSinceLastClip (): pixi.core.math.Point - getLineToClipCount (): pixi.core.math.Point - getLineToClipCountTruncated (): pixi.core.math.Point - updateCameraOffsetByLineToClip (): Void - removeSpriteObjectByModel (model: Dynamic): Void - createNewElementIfExistByTypeAt (position: pixi.core.math.Point, type: String): Void - removeElementsIfExistAt (position: pixi.core.math.Point): Void - createElementsIfExistAt (position : pixi.core.math.Point) : Void

- removeElementsIfExistByPositions (positions : Array<pixi.core.math.Point>) : Void

- display Elements If Exist By Positions (positions: Array < pixi. core. math. Point >): Void

- screenRect : pixi.core.math.shapes.Rectangle + DOWN: pixi.core.math.Point + TOP: pixi.core.math.Point + RIGHT: pixi.core.math.Point + LEFT: pixi.core.math.Point - ADDITIONAL_MODEL_COUNT_TO_GET_TO_HAVE_SAFE_MARGE: Int - OTHER SIDE OF THE SCRENN: Int + SCREEN RECT SAFE MARGE RIGHT IN PX: Float + SCREEN RECT SAFE MARGE DOWN IN PX: Float + SCREEN RECT SAFE MARGE COEFICIENT: Float + new (): Void - transformNegativeToZeroFor (point : pixi.core.math.Point) : Void - isAtOtherEdgeOfScreenFor (line: pixi.core.math.Point): Bool - getModelCountFor (line: pixi.core.math.Point): Int - perpendicular (line: pixi.core.math.Point): pixi.core.math.Point - truncateScreenRectByTileLength (): Void - updateScreenRect (): Void - qetModelsPositionWithOffsetFor (line: pixi.core.math.Point, ?offset: Float): Array + getScreenRectWithSafeMargeByCoefs (safeMargeCoef: Float, safeMargeDown: Float, safeMargeRight: Float): pixi.core.math.shapes.Rectangle + qetModelsPositionWithOffsetForBunchOf (line: pixi.core.math.Point, ?offset: Float): Array + getAllModelsInScreen (): Array + debugClipping (line: pixi.core.math.Point, ?offset: Float): Void

ClippingUtils

ClippingGarbageCollector

- garbageCollectorCounter : Int - SCREEN_RECT_MARGE_COEF: Float
- + new (clipping : Clipping) : Void
- increaseGarbageCollectorCounter (e : Unknown) : Void

- displayAllModelsContainedInScreen (): Void

+ initialise (elementsToClip: Array < String >): Void

- displayAndRemoveElements (): Void

+ update (): Void

- isElementIsOutsideOfTheScreen (clippedModel: Dynamic, screenRect: pixi.core.math.shapes.Rectangle): Bool
- getModelDisplayedOutsideOfTheMap (): Array
- + canGarbage (): Bool
- + cleanNotClippedModelsOutsideOfScreen (): Void

- clipping : Clipping