HardBuildConfirm

- descriptionText : pixi.core.text.Text
- currencyCost : pixi.core.text.Text
- confirmTxt : pixi.core.text.Text
- confirmButton : com.isartdigital.builder.ui.buttons.RewardButton
+ CONFIRM_BUTTON_CLICK : String

- onConfirmButtonClick (event : pixi.interaction.EventTarget) : Void
- setVariableFromChild () : Void

LanternConfirm

- buySoft : com.isartdigital.builder.ui.buttons.ShopBuySoftButton
- buyHard : com.isartdigital.builder.ui.buttons.ShopBuyHardButton
- priceSoft : pixi.core.text.Text
- priceHard : pixi.core.text.Text
- title : pixi.core.text.Text
+ BUYSOFT : String
+ BUYHARD : String

+ destroy () : Void
- onBuySoftButton (pEventTarget : pixi.interaction.EventTarget) : Void
- onBuyHardButton (pEventTarget : pixi.interaction.EventTarget) : Void

LevelReward

- pimientosToReward : Float
- pesosToReward : Float
- pimientosText : pixi.core.text.Text
- pesosText : pixi.core.text.Text
- pimientosAsset : pixi.core.display.DisplayObject
- pesosAsset : pixi.core.display.DisplayObject
- acceptButton : com.isartdigital.builder.ui.buttons.RewardButton

- setGifts () : Void
- centerPesosAssets () : Void
- hidePimientosAssets () : Void
- setTexts () : Void
- setVariablesFromSettings () : Void
- setVariablesFromChild () : Void
- onAcceptButtonClick (pEvent : pixi.interaction.EventTarget) : Void
- subscribeButtonClickEvent () : Void

MainBuildingInfo

- mainBuildingInfoTitle : pixi.core.text.Text
- mainBuildingInfoDescription : pixi.core.text.Text
- rewardBuilding : com.isartdigital.builder.ui.items.RewardBuilding

+ destroy () : Void

ParadeConfirm

+ priceHard : Float
+ priceSoft : Float
- softPrice : String
- priceSoftText : pixi.core.text.Text
- priceHardText : pixi.core.text.Text
- softButton : com.isartdigital.builder.ui.buttons.ShopBuySoftButton
- hardButton : com.isartdigital.builder.ui.buttons.ShopBuyHardButton

+ destroy () : Void
- onHardButtonClick (pEvent : pixi.interaction.EventTarget) : Void
- onSoftButtonClick (pEvent : pixi.interaction.EventTarget) : Void
- setPrice () : Void
- setTextPrice () : Void
- setVariableFromChild () : Void
- unsubscribeButtonClick () : Void
- subscribeButtonClick () : Void

ParadeContinue

- isOnlyClose : Bool
- continueHardButton : com.isartdigital.builder.ui.buttons.ContinueHardButton
- adButton : com.isartdigital.builder.ui.buttons.AdButton

+ destroy () : Void
- onCloseWithCloseButton () : Void
- closeThisPopinWithoutCloseButton () : Void
- onHardButton (event : pixi.interaction.EventTarget) : Void
- getMoreTimeParadePrice () : Int
- onAdsMovieEnd (params : Dynamic) : Void
- onAdButton (event : pixi.interaction.EventTarget) : Void
- subscribeEvent () : Void
- setVariablesFromChild () : Void

ParadeReward

- button : com.isartdigital.builder.ui.buttons.RewardButton
- gainOffering : Float
- gainSpice : Float
- gainGold : Float
- pesos : pixi.core.text.Text
- pimientos : pixi.core.text.Text
- offering : pixi.core.text.Text
- title : pixi.core.text.Text

+ destroy () : Void
- onButtonClick (pEvent : pixi.interaction.EventTarget) : Void

Shop

- activeShop : String
- buildingTitle : pixi.core.text.Text
- ressourceTitle : pixi.core.text.Text
- buildingButton : com.isartdigital.builder.ui.buttons.ShopBuildingButton
- ressourceButton : com.isartdigital.builder.ui.buttons.ShopRessourceButton
- ressourceShop : com.isartdigital.builder.ui.items.ShopRessource
- buildingShop : com.isartdigital.builder.ui.items.ShopBuilding
+ BUY_REQUEST_BUILDING : String
+ SHOP_SHEET_RESSOURCE : String
+ SHOP_SHEET_BUILDING : String

+ destroy () : Void
- changeShop () : Void
- onRessourceClick (pEvent : pixi.interaction.EventTarget) : Void
- onBuildingClick (pEvent : pixi.interaction.EventTarget) : Void
- unsubscribeButtonsClick () : Void
- subscribeButtonsClick () : Void
- setVariableFromChild () : Void

UpgradeReward

- buttonConfirm : com.isartdigital.builder.ui.buttons.RewardButton

+ destroy () : Void
- onConfirmClick (pEvent : pixi.interaction.EventTarget) : Void

com.isartdigital.utils.ui.Popin

Package: com.isartdigital.builder.ui.popin