- textLineNumber : Int - onDestroyCallbackCalled: Bool - on Destroy Camback Carleti : BOOI - nextFtueButton : com. isartdigital. builder. ui. buttons. NextFtueButton - okFtueButton : com. isartdigital. builder. ui. buttons. OkFtueButton - tuteurs : Array < com. isartdigital. builder. ui. items. Tutor> - dialogueTextList : Array < pixi. core.text. Text> - saveStepOnDestroy : Bool Arrow - eventNameToCatchForDestroying : String - target: pixi.core.display.DisplayObject - confirmButton : Bool directionAnimation: Float - timeToDesappear : Int - TIME_TO_DEASAPPEAR : Float - timeToAppear : Int - TIME_TO_APPEAR : Float - sideApparition : String - ARROW_ASSET_NAME : String - endSide : String - BRIGHTNESS INTENSITY : Float - startSide : String - BLINK FREQUENCY : Int - tutorPosture : String - textToDisplay : Array < String > <typedef> - container : pixi.core.display.Container - TRANSITION_DISAPPEAR_TIME : Float - TRANSITION_APPEAR_TIME : Float toggleBlink(): Void FtueUIParamsDef isPopinButton (target : com.isartdigital.builder.game.parade.BonusParade) : Bool isBonusTarget (target : com.isartdigital.builder.game.parade.BonusParade) : Bool tutorPosture: String - isBuildingTarget (target : com.isartdigital.builder.game.sprites.buildings.Building) : Bool - UI_X_OFFSET : Int text : Array < String > - attachToContainerOf (target : pixi.core.display.DisplayObject) : Void event : String - attachToArrowContainer (): Void - callOnDestroyCallback (): Void - setPositionAbove (target : pixi.core.display.DisplayObject) : Void - onOkFtueButtonClick (event : pixi.interaction.EventTarget) : Void - moveAnimation (): Void - canShowNextButton (): Bool - appearAnimation (): Void - onNextFtueButtonClick (event : pixi.interaction.EventTarget) : Void - onClickOrTapEvent (event : pixi.interaction.EventTarget) : Void - subscribeButtonsClick (): Void subscribeClickOrTapOf (target : pixi.core.display.DisplayObject) : Void - saveStep () : Void - attachTo (container : pixi.core.display.Container) : Void - setTuteursLabel (label : String) : Void - resizeToMatchWith (target : pixi.core.display.DisplayObject) : Void + destroyWhenClick (): Void + destroyWithFeedBack(): Void - setTextToDisplay (text : String) : Void + attachTo (target : pixi.core.display.DisplayObject) : Void - hideNextButton (): Void - showNextButton () : Void - setMemberFromChild (): Void + destroyWithFeedBack (e : Dynamic) : Void + show (): Void - getLeftPositionInScreen () : Float replace (?pEvent : pixi.interaction.EventTarget) : Void - onDestroyCallback (): Void - onLastPageDisplayingCallback (): Void FtueUIBuilder - saveStepOnDestroy: Bool - eventNameToCatchForDestroying : String confirmButton : Bool - timeToDesappear : Int - timeToAppear : Int - sideApparition : String endSide : String startSide : String - tutorPosture : String textToDisplay : Array < String > - container : pixi.core.display.Container - new (): Void + build (): FtueUI com.isartdigital.utils.game.StateGraphic com.isartdigital.utils.ui.UIComponent + withDestroyCallback (onDestroyCallback (): Void): FtueUIBuilder + withLastPageDisplayingCallback (onLastPageDisplayingCallback (): Void): FtueUIBuilder + withStepSavingOnDestroy (saveStepOnDestroy: Bool): FtueUIBuilder + withStepSavingOnDestroy (saveStepOnDestroy: Bool): FtueUIBuilder + withEventNameToCatchForDestroying (eventNameToCatchForDestroying: String): FtueUIBuilder + withConfirmButton (confirmButton: Bool): FtueUIBuilder + withTimeToDesappear (timeToDesappear: Int): FtueUIBuilder + withTimeToAppear (timeToAppear: Int): FtueUIBuilder + withSideApparition (side: String): FtueUIBuilder + withEndSide (endSide: String): FtueUIBuilder + withStartSide (startSide: String): FtueUIBuilder + withTutorPosture (tutorPosture: String): FtueUIBuilder + withTutorPosture (tutorPosture : String) : FtueUIBuilder + withTextToDisplay (textToDisplay : Array < String >) : FtueUIBuilder + withContainerToAttach (container: pixi.core.display.Container): FtueUIBuilder - onDestroyCallback (): Void - onLastPageDisplayingCallback (): Void + create (): FtueUÍBuilder

FtueUI

TutorPosture

+ FINGER : String

+ THROW : String

+ WAIT : String

+ GOOD : String + SHOW : String

Package: com.isartdigital.builder.ui.ftue