BackgroundManager - list: Array < com. isartdigital. builder.game.sprites. Background >

- heightBackground : Int - widthBackground : Int

- numberBackground : Int - instance : BackgroundManager

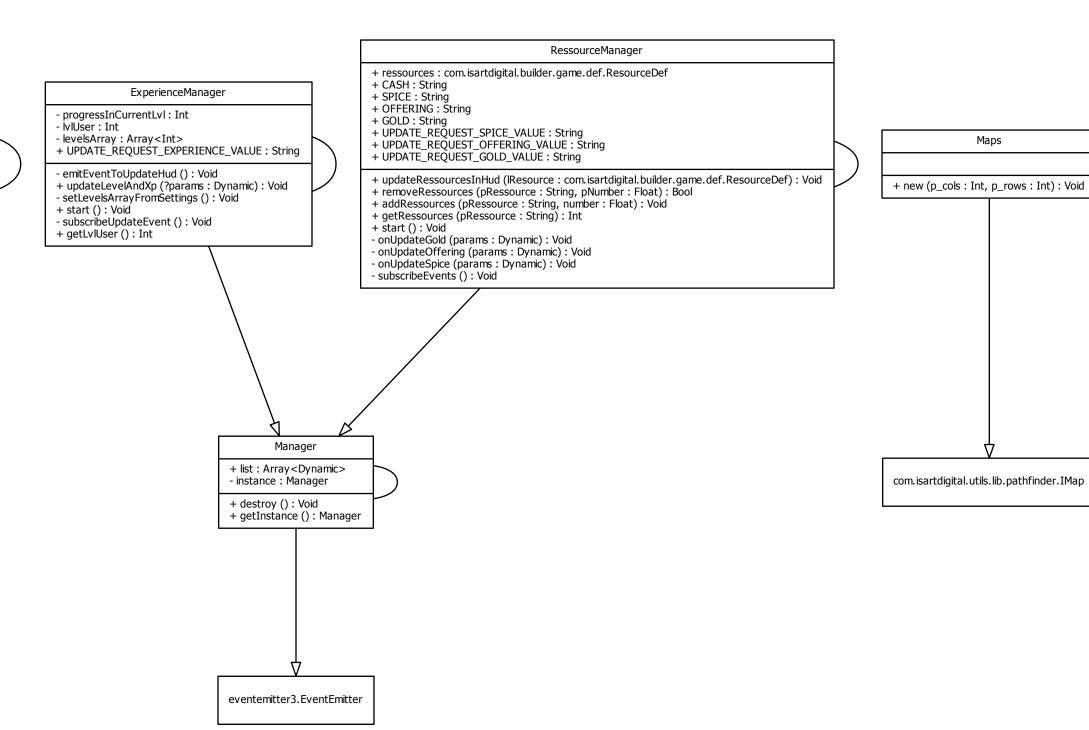
- new (): Void + destroy (): Void

+ scrollBackground (): Void

- getBackgroundOutOfScreen (): Array

+ manage (): Void - fillList () : Void

+ getInstance (): BackgroundManager



Maps

Package: com.isartdigital.builder.game.manager