- popins : Array < com. isartdigital. utils. ui. Popin > - instance : UIManager + mouseIsOverUI : Bool + ON_MOUSE_OUT_UI: String + ON_MOUSE_OVER_UI : String + OPEN_POPIN_REQUEST_HARDBUILDCONFIRM : String + OPEN_POPIN_REQUEST_PARADECONTINUE : String + OPEN_POPIN_REQUEST_LEVELREWARD : String + OPEN_POPIN_REQUEST_UPGRADEREWARD : String + OPEN_POPIN_REQUEST_SHOP_RESOURCE : String + OPEN_POPIN_REQUEST_SHOP_BUILDING : String + OPEN_POPIN_REQUEST_PARADEREWARD : String + OPEN_POPIN_REQUEST_PARADECONFIRM : String + OPEN_POPIN_REQUEST_MAINBUILDINGINFO : String + OPEN POPIN REQUEST LANTERNCONFIRM: String + CLOSE POPIN REQUEST : String CheatPanel + destroy (): Void - setMouseIsOverUIStateTo (state : Bool) : Void GraphicLoader - qui : dat.qui.GUI - onMouseOutUI (e : Dynamic) : Void - instance : CheatPanel - onMouseOverUI (e : Dynamic) : Void - loaderBar : pixi.core.sprites.Sprite - onRequestUpgradeReward (params : Dynamic) : Void - instance : GraphicLoader - new (): Void - onRequestShopResource (params : Dynamic) : Void + destroy (): Void + destroy (): Void - onRequestShopBuilding (params: Dynamic): Void + clear (): Void - onRequestParadeReward (resources : Array<Float>) : Void + update (pProgress : Float) : Void + ingame (): Void + getInstance (): GraphicLoader - onRequestParadeConfirm (params: Dynamic): Void - init (): Void - onRequestMainBuildingInfo (params: Dynamic): Void + getInstance (): CheatPanel - onRequestLanternConfirm (params: Dynamic): Void - onRequestLevelReward (params : Dynamic) : Void - onClosePopin (params: Dynamic): Void - onReguestHardBuild (params : Dynamic) : Void - onRequestParadeContinue (params : Dynamic) : Void - subscribeUIEvent (): Void + startGame (): Void + closeHudParade (): Void + openHudParade (): Void + closeHud (): Void + openHud (): Void + closeCurrentPopin (): Void - thereIsPopinOpen (): Bool + openPopin (pPopin: com.isartdigital.utils.ui.Popin): Void + closeScreens (): Void + openScreen (pScreen: com.isartdigital.utils.ui.Screen): Void + mouseIsNotInteractingWithUI(): Bool + mouseIsInteractingWithUI(): Bool + getInstance (): UIManager com.isartdigital.utils.ui.Screen eventemitter3.EventEmitter Package: com.isartdigital.builder.ui

UIManager