AnimationBoatTrails

- container : pixi.core.display.Container
- trailsAlpha : Float
- position : pixi.core.math.Point
- boatTrails : com.isartdigital.utils.game.StateGraphic
- ANIMATION_SPEED_COEF : Float
- ANIMATION_BASE_DURATION : Int

+ new (animationBoatTrailsBuilder : AnimationBoatTrailsBuilder) : Void
+ destroy () : Void
+ createTrails () : Void

AnimationBoatTrailsBuilder

- container : pixi.core.display.Container
- trailsAlpha : Float
- position : pixi.core.math.Point
- boatTrails : com.isartdigital.utils.game.StateGraphic

+ new () : Void
+ build () : AnimationBoatTrails
+ withContainer (container : pixi.core.display.Container) : AnimationBoatTrailsBuilder
+ withAlpha (alpha : Float) : AnimationBoatTrailsBuilder
+ withPosition (position : pixi.core.math.Point) : AnimationBoatTrailsBuilder
+ create () : AnimationBoatTrailsBuilder

Package: com.isartdigital.builder.game.animation.boatTrails