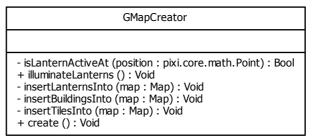
GMap + globalMap : Map + displayTilePositionUnderMouse (): Void + getRandomAvailablePosition (): pixi.core.math.Point + isNotInsideGrid (pX : Int, pY : Int) : Bool + isInsideGrid (pX : Int, pY : Int) : Bool + isModelElementOriginInGlobalMapAt (position: pixi.core.math.Point, elementType: String): Bool + getTilePositionAtScreenCenter(): pixi.core.math.Point + removeElementsBySizeAndTypeAt (position: pixi.core.math.Point, size: com.isartdigital.builder.game.def.SizeDef, type: String): Void + addElementsBySizeAt (position: pixi.core.math.Point, size: com.isartdigital.builder.game.def.SizeDef, element: Dynamic): Void + getElementsBySizeAt (position: pixi.core.math.Point, size: com.isartdigital.builder.game.def.SizeDef): Array + getElementByTypeInArray (elements : Array < Dynamic > , type : String) : Dynamic + removeElementByTypeAt (position : pixi.core.math.Point, type : String) : Dynamic + addElementAt (position: pixi.core.math.Point, element: Dynamic): Void + getElementByTypeAt (position : pixi.core.math.Point, type : String) : Dynamic + isElementTypeAt (position: pixi.core.math.Point, type: String): Dynamic

+ isPositionExistAt (position: pixi.core.math.Point, map: Map): Bool



GMapCreatorBackground

+ new (): Void
- canAddBackgroundAt (position: pixi.core.math.Point): Bool
+ insertBackgroundsInto (map: Map): Void

Package: com.isartdigital.builder.game.map