CheatPanel

- gui : dat.gui.GUI
- instance : CheatPanel
- new (): Void
- + destroy (): Void
- + clear (): Void
- + ingame () : Void init () : Void
- + getInstance () : CheatPanel

GraphicLoader

titleCard : com.isartdigital.utils.game.StateGraphic

com.isartdigital.utils.ui.Screen

- loaderBar : pixi.core.sprites.Sprite
- LOADSCREEN_SPRITE_NAME: String
- instance : GraphicLoader
- + destroy (): Void
- + destroyLoadscreenSprite (): Void
- + update (pProgress : Float) : Void
- + getInstance (): GraphicLoader

+ OPEN_POPIN_REQUEST_PINATA : String + OPEN_POPIN_REQUEST_NOMONEY : String + OPEN_POPIN_REQUEST_DELETECONFIRM: String + OPEN_POPIN_REQUEST_UPGRADECONFIRM : String + OPEN_POPIN_REQUEST_LANTERNINFO : 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 + destroy (): Void - setMouseIsOverUIStateTo (state : Bool) : Void - onMouseOutUI (e : Dynamic) : Void - onMouseOverUI (e : Dynamic) : Void - onRequestUpgradeReward (params: Dynamic): Void - onRequestShopResource (params : Dynamic) : Void - onRequestShopBuilding (params : Dynamic) : Void - onRequestParadeReward (resources : Array < Float >) : Void - onRequestParadeConfirm (params : Dynamic) : Void - onRequestMainBuildingInfo (params : Dynamic) : Void - onRequestLanternConfirm (params: Dynamic): Void - onRequestLevelReward (params : Dynamic) : Void - onClosePopin (params: Dynamic): Void - onRequestHardBuild (price : Dynamic) : Void - onRequestParadeContinue (params : Dynamic) : Void - onRequestLanternInfo (params : Dynamic) : Void - onRequestUpgradeConfirm (params: com. isartdigital. builder. ui. popin. UpgradeConfirmParamsDef): Void - onRequestDeleteConfirm (params : Dynamic) : Void - onRequestNoMoney (params : Dynamic) : Void - onRequestPinata (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 + getPopins () : Array + mouseIsNotInteractingWithUI (): Bool + mouseIsInteractingWithUI (): Bool + getInstance (): UIManager

- popins: Array < com. isartdigital. utils. ui. Popin >

- instance : UIManager + mouseIsOverUI : Bool + ON_MOUSE_OUT_UI : String + ON_MOUSE_OVER_UI: String UIManager

eventemitter3.EventEmitter

Package: com.isartdigital.builder.ui