## HardBuildConfirm

- descriptionText : pixi.core.text.Text
- currencyCost : pixi.core.text.Text
- confirmTxt : pixi.core.text.Text - confirmButton : com.isartdigital.builder.ui.buttons.RewardButton
- + CONFIRM BUTTON CLICK: String
- onConfirmButtonClick (event : pixi.interaction.EventTarget) : Void - setVariableFromChild (): Void

#### LanternConfirm

- buySoft: com.isartdigital.builder.ui.buttons.ShopBuySoftButton - buyHard: com.isartdigital.builder.ui.buttons.ShopBuyHardButton
- priceSoft : pixi.core.text.Text - priceHard : pixi.core.text.Text
- title : pixi.core.text.Text + BUYSOFT : String
- + BUYHARD : String + destroy (): Void
- onBuySoftButton (pEventTarget : pixi.interaction.EventTarget) : Void onBuyHardButton (pEventTarget: pixi.interaction.EventTarget): Void

### LevelReward

- pimientosToReward: Float
- pesosToReward : Float - pimientosText : pixi.core.text.Text
- pesosText : pixi.core.text.Text - pimientosAsset : pixi.core.display.DisplayObject
- pesosAsset : pixi.core.display.DisplayObject - acceptButton : com.isartdigital.builder.ui.buttons.RewardButton
- setGifts (): Void
- centerPesosAssets () : Void - hidePimientosAssets (): Void
- setTexts () : Void
- setVariablesFromSettings () : Void - setVariablesFromChild (): Void
- onAcceptButtonClick (pEvent : pixi.interaction.EventTarget) : Void - subscribeButtonClickEvent (): Void

## MainBuildingInfo

- mainBuildingInfoTitle: pixi.core.text.Text - mainBuildingInfoDescription : pixi.core.text.Text
- rewardBuilding: com. isartdigital, builder, ui. items. RewardBuilding
- + destroy (): Void

# ParadeContinue

- isOnlyClose : Bool
- continueHardButton: com.isartdigital.builder.ui.buttons.ContinueHardButton
- adButton : com.isartdigital.builder.ui.buttons.AdButton
- + destroy (): Void
- onCloseWithCloseButton (): Void
- closeThisPopinWithoutCloseButton (): Void
- onHardButton (event : pixi.interaction.EventTarget) : Void - getMoreTimeParadePrice () : Int
- onAdsMovieEnd (params : Dynamic) : Void
- onAdButton (event : pixi.interaction.EventTarget) : Void - subscribeEvent () : Void
- setVariablesFromChild (): Void

# ParadeReward

- button : com.isartdigital.builder.ui.buttons.RewardButton ressourceButton: com.isartdigital.builder.ui.buttons.ShopRessourceButton gainOffering: Float - ressourceShop: com.isartdigital.builder.ui.items.ShopRessource
- gainSpice : Float
- gainGold : Float
- pesos : pixi.core.text.Text - pimientos : pixi.core.text.Text
- offering : pixi.core.text.Text
- title : pixi.core.text.Text

+ destroy () : Void

- onButtonClick (pEvent : pixi.interaction.EventTarget) : Void
- changeShop () : Void onRessourceClick (pEvent : pixi.interaction.EventTarget) : Void - onBuildingClick (pEvent : pixi.interaction.EventTarget) : Void

- buildingShop: com.isartdigital.builder.ui.items.ShopBuilding

unsubscribeButtonsClick (): Void

Shop

- buildingButton : com isartdigital, builder, ui, buttons, ShonBuildingButton

activeShop : String

+ destroy (): Void

- buildingTitle : pixi.core.text.Text

+ BUY REQUEST BUILDING : String

+ SHOP SHEET BUILDING : String

+ SHOP SHEET RESSOURCE : String

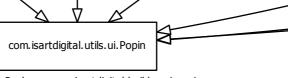
ressourceTitle: pixi.core.text.Text

- subscribeButtonsClick (): Void - setVariableFromChild (): Void

- buttonComfirm: com.isartdigital.builder.ui.buttons.RewardButton

UpgradeReward

+ destroy (): Void - onComfirmClick (pEvent : pixi.interaction.EventTarget) : Void



ParadeConfirm

- softButton: com.isartdigital.builder.ui.buttons.ShopBuySoftButton

- hardButton : com.isartdigital.builder.ui.buttons.ShopBuvHardButtor

- onHardButtonClick (pEvent: pixi.interaction.EventTarget): Void

- onSoftButtonClick (pEvent: pixi.interaction.EventTarget): Void

+ priceHard: Float

+ priceSoft : Float

- softPrice : String

+ destroy (): Void

- setPrice (): Void

- setTextPrice () : Void

- setVariableFromChild (): Void

- subscribeButtonClick (): Void

- unsubscribeButtonClick (): Void

- priceSoftText : pixi.core.text.Text

- priceHardText : pixi.core.text.Text

Package: com.isartdigital.builder.ui.popin