LanternStrategy NormalStrategy - ressourceAmountToSpend : Float - ressourceTypeToSpend : String - building: com.isartdigital.builder.game.sprites.buildings.Building - lantern: com.isartdigital.builder.game.sprites.buildings.Building - canUnselectBuilding (): Bool - cbOnLanternBought (results : String) : Void - canSelectBuilding (): Bool - thereIsEnoughtResources (): Bool - canHarvest (): Bool - setNormalAmountToSpend(): Void - constructBuilding (): Void - setHardAmountToSpend (): Void - canConstruct (): Bool - buyWith (currency: String): Void - isBuildingMovingAndCantConstruct (): Bool - onBuySoft (e: Dynamic): Void - canConstructRequest (): Bool - onBuyHard (e: Dynamic): Void - cameraIsMoving (): Bool - forgetBuyEvent (): Void - cantInteract (): Bool - listenBuyEvent (): Void + normalInteraction (): Void - isLanternAlreadyIlluminated (): Bool + lanternInteraction (): Void com isartdigital, builder, game, sprites, buildings, Building

Package: com.isartdigital.builder.game.sprites.buildings.interactionStrategy