Confirm

- background : pixi.core.sprites.Sprite
- instance : Confirm
- + destroy (): Void
- onClick (pEvent : pixi.interaction.EventTarget) : Void test (pEvent : pixi.interaction.EventTarget) : Void
- + getInstance (): Confirm

LanternConfirm

- buySoft : com.isartdigital.builder.ui.uimodule.ShopBuySoftButton - buyHard: com.isartdigital.builder.ui.uimodule.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

MainBuildingInfo

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

ParadeConfirm

- + priceHard : Float + priceSoft : Float
- softPrice : String
- priceSoftText : pixi.core.text.Text - priceHardText : pixi.core.text.Text
- softButton : com.isartdigital.builder.ui.uimodule.ShopBuySoftButton
- hardButton : com.isartdigital.builder.ui.uimodule.ShopBuyHardButton
- instance : ParadeConfirm
- + destroy (): Void - onSoftButtonClick (pEvent: pixi.interaction.EventTarget): Void
- + setDataParade () : Dynamic onHardButtonClick (pEvent : pixi.interaction.EventTarget) : Void
- + getInstance () : ParadeConfirm

ParadeReward

- button : com.isartdigital.builder.ui.uimodule.RewardButton
- gainOffering : Float - 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

UpgradeReward

- buttonComfirm: com.isartdigital.builder.ui.uimodule.RewardButton
- instance : UpgradeReward
- + destroy (): Void
- onComfirmClick (pEvent : pixi.interaction.EventTarget) : Void
- + getInstance () : UpgradeReward

com.isartdigital.utils.ui.Popin

Package: com.isartdigital.builder.ui.popin