CameraUtils
+ new () : Void
+ ScreenBottom () : Float
+ ScreenTop () : Float
+ ScreenRight () : Float
+ ScreenLeft () : Float

TypeDefUtils
+ buildingModelDef : com.isartdigital.builder.game.sprites.buildings.def.BuildingModelDef
+ tileModelDef : com.isartdigital.builder.game.def.TileModelDef
+ new () : Void
+ cloneObject (objectToClone : Dynamic) : Dynamic
+ compare (pType1 : Dynamic, pType2 : Dynamic) : Bool
+ getValue (pTypeDef : Dynamic) : Dynamic

Package: com.isartdigital.builder.game.utils