## Main - token : String lastname : String - firstname : String - mail: String + stage: pixi.core.display.Container + renderer: pixi.core.renderers.webgl.WebGLRenderer - facebookConnected : Bool - assetsLoaded : Bool - userInfoLoaded: Bool - increase : Bool - instance : Main - configPath: String - LAUNCH\_OFFLINE: Bool - FRAME PER SECOND: Int - callBackUI (pData: Dynamic): Void - storeToken (token : String) : Void - callBackApi (pData : Dynamic) : Void - onFacebookLogin (): Void + destroy (): Void - render (): Void + resize (?pEvent : pixi.interaction.EventTarget) : Void - renderLoop (): Void - gameLoop (): Void - startGame (): Void - tryToStartGame (): Void - destroyAccount (): Void - onLoadComplete (pLoader : com.isartdigital.utils.loader.GameLoader) : Void - onLoadProgress (pLoader : com.isartdigital.utils.loader.GameLoader) : Void - cbOnUserInfosReceipt (pData : String) : Void - loadUserInfos (): Void - loadAssets (pLoader : com.isartdigital.utils.loader.GameLoader) : Void - preloadAssets (pLoader : pixi.loaders.Loader) : Void + getMail (): String - importClasses (): Void + getInstance (): Main - main (): Void

Package: com.isartdigital.builder

eventemitter3.EventEmitter