BuildingDefinition
- definitionName : String - BUILDING_JSON_PATH : String
+ new () : Void - getBuildingDefinitionInto (buildingDefinitions : Array<com.isartdigital.builder.game.sprites.buildings.def.BuildingDef>) : com.isartdigital.builder.game.sprites.buildings.def.BuildingDef - getTypedBuildingDefinitions () : Array - setDefinitionName (pDefinitionName : String) : Void + getByName (name : String) : com.isartdigital.builder.game.sprites.buildings.def.BuildingDef

BuildingPosition
- definition : com.isartdigital.builder.game.sprites.buildings.def.BuildingDef - building : com.isartdigital.builder.game.sprites.buildings.Building
+ new (building : com.isartdigital.builder.game.sprites.buildings.Building) : Void - getMousePositionWith (buildingOffset : pixi.core.math.Point) : pixi.core.math.Point - getBuildingOffset () : pixi.core.math.Point + getPositionOnCursor () : pixi.core.math.Point

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