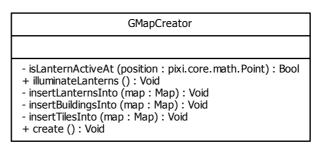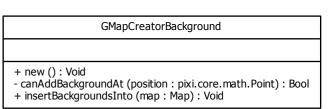## GMap

+ globalMap : Map

+ displayTilePositionUnderMouse () : Void
+ isNotInsideGrid (pX : Int, pY : Int) : Bool
+ isInsideGrid (pX : Int, pY : Int) : Bool
+ isModelElementOriginInGlobalMapAt (position : pixi.core.math.Point, elementType : String) : Bool
+ getTilePositionAtScreenCenter () : pixi.core.math.Point
+ removeElementsBySizeAndTypeAt (position : pixi.core.math.Point, size : com.isartdigital.builder.game.def.SizeDef, type : String) : Void
+ addElementsBySizeAt (position : pixi.core.math.Point, size : com.isartdigital.builder.game.def.SizeDef, element : Dynamic) : Void
+ getElementsBySizeAt (position : pixi.core.math.Point, size : com.isartdigital.builder.game.def.SizeDef) : Array
+ getElementByTypeInArray (elements : Array<Dynamic>, type : String) : Dynamic
+ removeElementByTypeAt (position : pixi.core.math.Point, type : String) : Dynamic
+ addElementAt (position : pixi.core.math.Point, element : Dynamic) : Void
+ getElementByTypeAt (position : pixi.core.math.Point, type : String) : Dynamic
+ isElementTypeAt (position : pixi.core.math.Point, type : String) : Dynamic
+ isPositionExistAt (position : pixi.core.math.Point, map : Map) : Bool

GMapCreator

- isLanternActiveAt (position : pixi.core.math.Point) : Bool
+ illuminateLanterns () : Void
- insertLanternsInto (map : Map) : Void
- insertBuildingsInto (map : Map) : Void
- insertTilesInto (map : Map) : Void
+ create () : Void

GMapCreatorBackground

+ new () : Void
- canAddBackgroundAt (position : pixi.core.math.Point) : Bool
+ insertBackgroundsInto (map : Map) : Void

Package: com.isartdigital.builder.game.map