## Clipping - cameraPositionSinceLastClip: pixi.core.math.Point - elementsToDisplay: Array<String> - clippedModels : Array < Dynamic > - clippingGarbageCollector : ClippingGarbageCollector + new (): Void - getCameraOffsetByLastCameraPositionSinceLastClip (): pixi.core.math.Point - getLineToClipCount (): pixi.core.math.Point - getLineToClipCountTruncated (): pixi.core.math.Point - updateCameraOffsetByLineToClip (): Void - removeSpriteObjectByModel (model: Dynamic): Void - createNewElementIfExistByTypeAt (position: pixi.core.math.Point, type: String): Void - removeElementsIfExistAt (position: pixi.core.math.Point): Void - createElementsIfExistAt (position : pixi.core.math.Point) : Void

## - removeElementsIfExistByPositions (positions : Array<pixi.core.math.Point>) : Void - display Elements If Exist By Positions (positions: Array < pixi. core. math. Point > ): Void - displayAllModelsContainedInScreen (): Void - displayAndRemoveElements (): Void

- + update (): Void
- + initialise (elementsToClip: Array < String > ): Void

## ClippingUtils

- screenRect : pixi.core.math.shapes.Rectangle
- + DOWN: pixi.core.math.Point
- + TOP: pixi.core.math.Point
- + RIGHT: pixi.core.math.Point
- + LEFT: pixi.core.math.Point
- ADDITIONAL\_MODEL\_COUNT\_TO\_GET\_TO\_HAVE\_SAFE\_MARGE: Int
- OTHER SIDE OF THE SCRENN: Int
- + SCREEN RECT SAFE MARGE RIGHT IN PX: Float
- + SCREEN RECT SAFE MARGE DOWN IN PX: Float
- + SCREEN RECT SAFE MARGE COEFICIENT: Float
- + new (): Void
- transformNegativeToZeroFor (point : pixi.core.math.Point) : Void
- isAtOtherEdgeOfScreenFor (line: pixi.core.math.Point): Bool
- getModelCountFor (line: pixi.core.math.Point): Int
- perpendicular (line: pixi.core.math.Point): pixi.core.math.Point
- truncateScreenRectByTileLength (): Void
- updateScreenRect (): Void
- qetModelsPositionWithOffsetFor (line: pixi.core.math.Point, ?offset: Float): Array
- + getScreenRectWithSafeMargeByCoefs (safeMargeCoef: Float, safeMargeDown: Float, safeMargeRight: Float): pixi.core.math.shapes.Rectangle
- + qetModelsPositionWithOffsetForBunchOf (line: pixi.core.math.Point, ?offset: Float): Array
- + getAllModelsInScreen (): Array
- + debugClipping (line: pixi.core.math.Point, ?offset: Float): Void

## ClippingGarbageCollector

- garbageCollectorCounter : Int
- SCREEN\_RECT\_MARGE\_COEF: Float
- clipping : Clipping
- + new (clipping : Clipping) : Void
- increaseGarbageCollectorCounter (e : Unknown) : Void
- isElementIsOutsideOfTheScreen (clippedModel: Dynamic, screenRect: pixi.core.math.shapes.Rectangle): Bool
- getModelDisplayedOutsideOfTheMap (): Array
- + canGarbage (): Bool
- + cleanNotClippedModelsOutsideOfScreen (): Void