## BackgroundManager

- list: Array < com. isartdigital. builder.game.sprites. Background >

- heightBackground : Int

- widthBackground : Int

- numberBackground : Int

- instance : BackgroundManager

- new () : Void

+ destroy (): Void

+ scrollBackground (): Void

- getBackgroundOutOfScreen (): Array + manage (): Void

- fillList () : Void

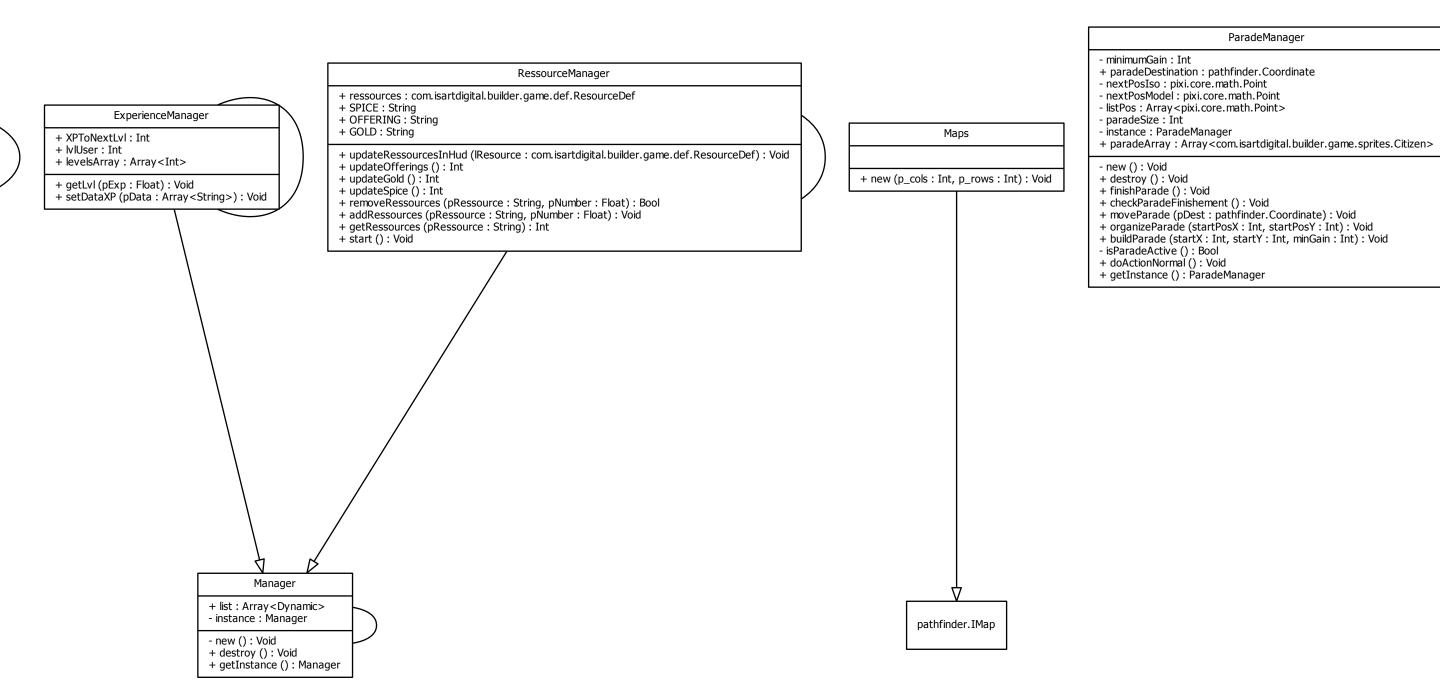
+ getInstance (): BackgroundManager

## ClippingManager - BOTTOM RIGHT RIGHT : pixi.core.math.Point - BOTTOM RIGHT: pixi.core.math.Point - BOTTOM LEFT : pixi.core.math.Point - TOP RIGHT: pixi.core.math.Point - screenPosition: pixi.core.math.Point - currentScreenPosition: pixi.core.math.Point - clippingNeed: pixi.core.math.Point direction : String - screenRectModel : pixi.core.math.shapes.Rectangle - objectListView : Array < Array > - classView : Array < Class > - typeDefModels : Array < Dynamic > - delta : pixi.core.math.Point - map : Map - UP DIRECTION : String - DOWN DIRECTION: String - LEFT DIRECTION : String - RIGHT DIRECTION : String - SAFE MARGE MODEL : Float - SAFE\_MARGE\_VIEW : Float - Instance : ClippingManager new (): Void - hadToManage () : Bool distBetween (pPointA: pixi.core.math.Point, pPointB: pixi.core.math.Point): Float rectIsInRect (pBase: pixi.core.math.shapes.Rectangle, pRect: pixi.core.math.shapes.Rectangle): Bool removeInList (pList: Array < com. isartdigital. builder. game. pooling. IPoolObject > ): Void removeObject (): Void setScreenŘectModel (): Void - shiftPosition (pPoint : pixi.core.math.Point, pVertical : Bool) : Void getRow (pStartPosition: pixi.core.math.Point, pDirection: String): Array getCol (pStartPosition: pixi.core.math.Point, pDirection: String): Array getObjInPosition (pMap: Map, pPosition: pixi.core.math.Point): Array - modelExist (pList : Array<com.isartdigital.builder.game.pooling.IPoolObject>, pModel : Dynamic) : Bool - createObjFromModel (pArray : Array<Dynamic>) : Void addObject (): Void + addAllObjetInView (): Void + manage (): Void

+ setOn (pMapModel: Map, pListView: Array<Array>, pDelta: pixi.core.math.Point, pDef: Array<Dynamic>, pBuilding: Array<Class>, pScreeRectRef(): pixi.core.math.shapes.Rectangle): Void

- screenRectView (): pixi.core.math.shapes.Rectangle

+ getInstance () : ClippingManager



ParadeManager

Package: com.isartdigital.builder.game.manager