UML diagrams for reference only. These have not be cross-checked with the developer

TransportPage

page: TextPage
hardTarget: PVector
locatableTarget: Locatable
speed: float
firstFrame: int
zOffset: float
rotDirection: boolean

+ behave(TextObject): ActionResult

All Objects noted as External refer to being part of the external library nextText

All Objects noted as External-2 refer to being part of the external library PQSDKMultiTouch

OnMillisInterval

interval: long

+ condition(TextObject): condition

Book
\<External\>

BuzzTouchDelegate

parent: Know

+ OnTouchFrame(int, int, Vector): int
+ OnTouchGesture(TouchGesture): int

OnFocusLine

lineIndex: int

setLine(int): void
+ condition(TextObject): boolean

Page
\<External\>

Adopt

+ behave(TextObject): ActionResult

Condition
\<External\>

HasUnfocus

unfocus: boolean

condition(TextObject): boolean

Root
\<External\>

BringToFront

+ behave(TextObject): ActionResult

AbstractAction
\<External\>

TouchDelegate

TouchClient

delegate: TouchDelegate

+ init(): int
+ OnTouchFrame(int, int, Vector): int
+ setDelegate(TouchDelegate): void

HasFocus

focus: boolean

+ condition(TextObject): boolean

Word
\<External\>

SetFocus

focus: boolean

+ behave(TextObject): ActionResult

TTYSAction

Extends

+ getRequiredProperties(): Map
+ getFocus(TextObject): BooleanProperty
+ getUnfocus(TextObject): BooleanProperty

Wander

locatableTarget: Locatable

+ behave(TextObject): ActionResult

Glyph
\<External\>

SetUnfocus

unfocus: boolean

+ behave(TextObject): ActionResult

PQMTClient
\<External-2\>

PhysicsAction
\<External\>

ApplyToSame

- root: TextObejectGroup

+ behave(TextObject): ActionResult
+ complete(TextObject): void

Extends, Use, n (relationship labels)