Controller

EditorModelObserver

EditorViewController
-model: EditorModel -stage: scene2d.Stage -lambdaTerm: LambdaTermViewController = null -inputProcessor: InputMultiplexer
+EditorViewController() +update(context: LevelContext) +dispose() +show() +hide() +resume() +pause() +render(delta: float) +resize(width: int, height: int) +strategyChanged(strategy: ...)