FlumpStateGraphic

+ start () : Void

Template

- instance : Template

- setPosition (pGlobal : pixi.core.math.Point) : Void
- onClick (pEvent : js.html.MouseEvent) : Void
- onTouch (pEvent : js.html.TouchEvent) : Void
- setModeNormal () : Void
+ getInstance () : Template

com.isartdigital.utils.game.StateGraphic

Package: com.isartdigital.ruby.game.sprites