

UIManager

- popins : Array < com.isartdigital.utils.ui.Popin >
- instance : UIManager
- + new (): Void
- + destroy (): Void
- + startGame (): Void
- + closeHud (): Void
- + openHud () : Void
- + closeCurrentPopin (): Void
- + openPopin (pPopin : com.isartdigital.utils.ui.Popin) : Void
- + closeScreens (): Void
- + openScreen (pScreen : com.isartdigital.utils.ui.Screen) : Void
- + getInstance (): UIManager

Package: com.isartdigital.ruby.ui