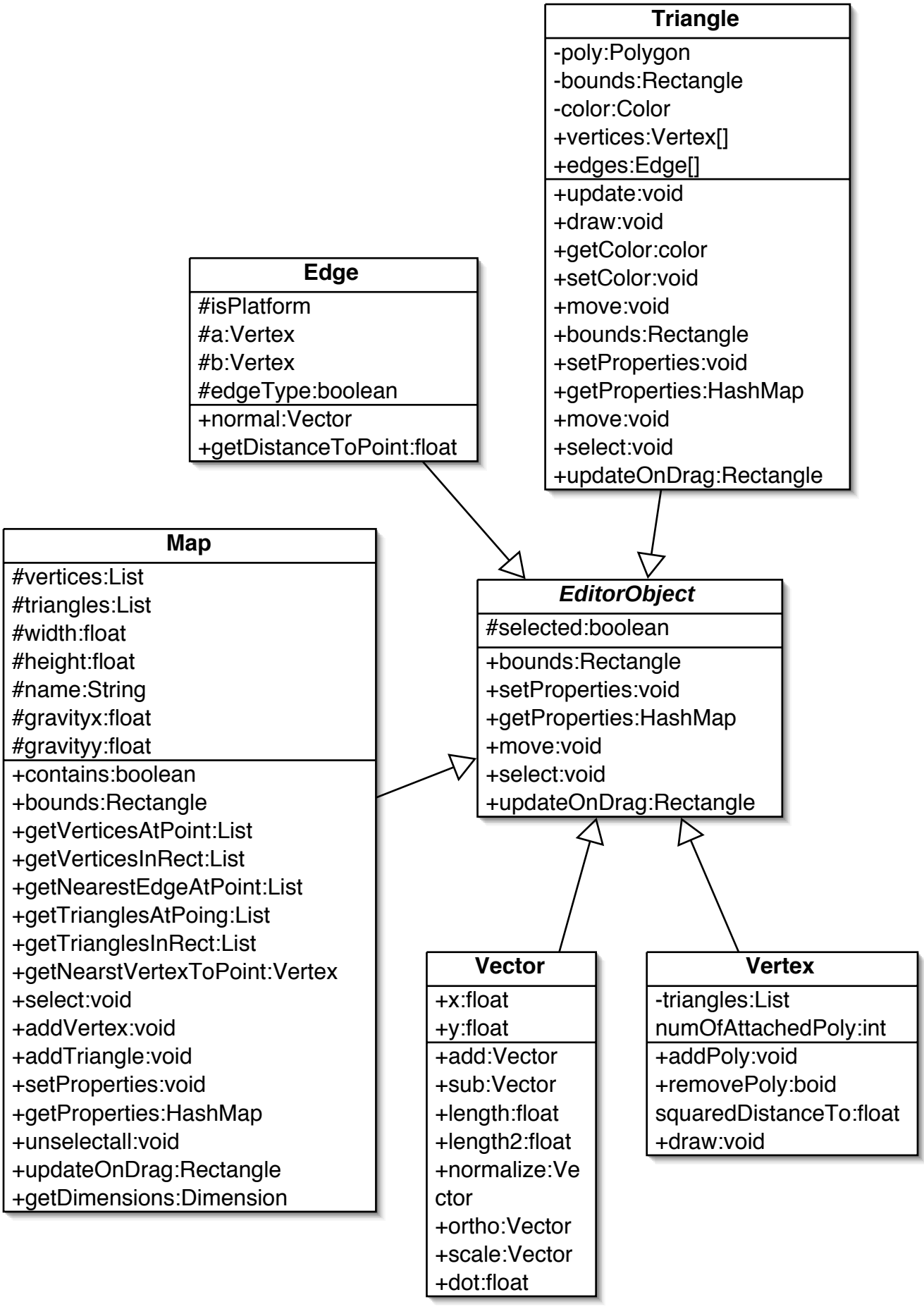
Triangle
-poly:Polygon
-bounds:Rectangle
-color:Color
+vertices:Vertex[]
+edges:Edge[]
+update:void
+draw:void
+getColor:color
+setColor:void
+move:void
+bounds:Rectangle
+setProperties:void
+getProperties:HashMap
+move:void
+select:void
+updateOnDrag:Rectangle
Edge
#isPlatform
#a:Vertex
#b:Vertex
#edgeType:boolean
+normal:Vector
+getDistanceToPoint:float
Map
#vertices:List
#triangles:List
#width:float
#height:float
#name:String
#gravityx:float
#gravityy:float
+contains:boolean
+bounds:Rectangle
+getVerticesAtPoint:List
+getVerticesInRect:List
+getNearestEdgeAtPoint:List
+getTrianglesAtPoing:List
+getTrianglesInRect:List
+getNearstVertexToPoint:Vertex
+select:void
+addVertex:void
+addTriangle:void
+setProperties:void
+getProperties:HashMap
+unselectall:void
+updateOnDrag:Rectangle
+getDimensions:Dimension
EditorObject
#selected:boolean
+bounds:Rectangle
+setProperties:void
+getProperties:HashMap
+move:void
+select:void
+updateOnDrag:Rectangle
Vector
+x:float
+y:float
+add:Vector
+sub:Vector
+length:float
+length2:float
+normalize:Ve
ctor
+ortho:Vector
+scale:Vector
+dot:float
Vertex
-triangles:List
numOfAttachedPoly:int
+addPoly:void
+removePoly:boid
squaredDistanceTo:float
+draw:void