

GUI

```
enum UI_State
p2List<UI_GUI*> gui_list
uint fx_buton_pressed
SDL_Texture* atlas
p2SSString atlas_file_name
p2SSString  fx_button_pressed_string

bool Awake(pugi::xml_node&)
bool Start
bool PreUpdate (float dt)
bool Update (dloat dt)
bool PostUpdate
bool CleanUp
bool Load(pugi::xml_node&);
bool Save(pugi::xml_node&)const;

UI*Label CreateLabel(iPoint pos, const char* text, Label_Type type, SDL_Color color = {0,0,0,0}, bool static_obj = false, UI_GUI* parent = nullptr);
UI_Button* CreateButton(iPoint pos, Button_Type type, SDL_Rect idle_rect, SDL_Rect* idle_hover = NULL, SDL_Rect* idle_click = NULL, const char* text = "", bool static_obj = false, UI_GUI* parent = UI_Slider*);
UI_Slider* CreateSlider(iPoint pos, SDL_Rect slider_box, SDL_Rect* section, UI_GUI * parent = nullptr, p2Point<int> pivot = {0,0});
UI_GUI* CreateSprite(iPoint pos, SDL_Rect rect, bool static_obj = false, UI_GUI * parent = nullptr);
UI_Thumb* CreateThumb(iPoint pos, SDL_Rect s_thumb, UI_GUI* parent = nullptr);
```

enum Button_Type
<div>PLAY</div> <div>SETTINGS</div> <div>CONTINUE</div> <div>CREDIT</div> <div>MUTE</div> <div>UNMUTE</div> <div>CAPTO30</div> <div>VOLUME</div> <div>BACK</div> <div>SAVE</div> <div>LOAD</div> <div>EXIt</div>

UI_Button

SDL_Rect button_rect [MAX_STATE]

p2SSString button_text

Button_Type button_type

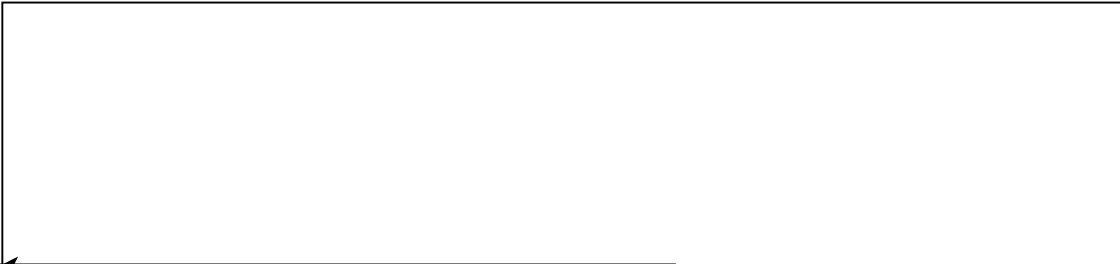
UI_Button(const char* text, Button_Type type, SDL_Rect idle_rect, SDL_Rect* rect_hover, SDL_Rect* rect_click, UI_GUI* parent)

bool Start()

bool PostUpdate()

Button_Type GetType()

bool OnHover()



* CreateSlider(iPoint pos, SDL_Rect slider_box, SDL_Rect* section, UI_GUI * parent = nullptr, p2Point<int> pivot = {0,0});

UI_GUI

enum UI_State
UI_State = IDLE
iPoint pos
iPoint position
iPoint mouse_position
UI_GUI* parent=nullptr
p2Point<int> pivot ={0,0}

bool drag =false
bool static_object = false
bool visible = true
SDL_Texture* tex
p2SSString text

virtual bool Start {return true}
virtual bool PreUpdate (float dt)
virtual bool Update (float dt)
virtual bool PostUpdate {return true}
virtual OnHover {return true}

enum UI_STATE

IDLE
HOVER
CLICK
MAX_STATE

enum Label_Type

TITLE
FONT
CONFIG
CRED
BUTTON

UI_Label

Label_Type label_type
p2SSString label_text
SDL_Color label_color

mutable SDL_Texture* tex =nullptr

UI_Label(const char* text, Label_Type type, SDL_Color color, UI_GUI* parent)

bool Start()
bool PostUpdate
bool OnHover()

void ChangeTexture(SDL_Color color)
void ChangeText(const char* text)

UI_Thumb

SDL_Rect thumb_box

UI_Thumb (SDL_Rect s_thumb, UI_GUI* parent)

bool Start
bool PostUpdate()

UI_Sprite

SDL_Rect sprite_rect

UI_Sprite (SDL_Rect rect, UI_GUI*parent)

bool PostUpdate()

UI_Slider

SDL_Rect box
SDL_Rect s_box
UI_Thumb* thumb = nullptr

UI_Slider (SDL_Rect slider_box, UI_GUI* parent)

bool Start
bool PostUpdate()

