```
std::vector< T >
               < unsigned char >
   std::vector< unsigned
           char >
               +bitmap
          GLGlyph
       + id
       + width
       + height
       + u
       + V
       + offset_x
       + offset_y
       + advance_x
       + offset x
       + offset_y
        + advance x
       + GLGlyph()
        + reset()
               +m_glyphs
          GLFont
+ m_texwidth
+ m_texheight
+ m texID
+ m vboID
+ m_glyphCount
+ m_fontSize
+ GLFont()
+ ~GLFont()
+ load()
+ loadFromArray()
+ render_textWorldSpace()
+ render_textScreenSpace()
+ lineHeight()
+ char_width()
+ string_width()
+ getTextSize()
+ getTextureID()
```