Should load data in an xml format.

* Title must refer to the class.
* Each class has their own loader which will deal with specifics.
  + The class must register its loader to be called.
  + The base class will have its own loader
  + Duplicate keywords will not be allowed and the parent object should have priority on attributes
    - Attributes will be passed down the chain of parent classes and attributes should be removed as they are processed.
    - Access to color name converter.
  + Note that a class with sub Gui Objects will not have them directly accessible through xml (meaning textbox can (but does not have to) allow all customization options for textblocks)
    - In functions, they need to be accessed through the class functions and variables
* XML children nodes should create a child.
* Document a list of valid xml nodes, attributes for each, and what they create and do
* Functions should be referenced by string and bound at run time.
  + Functions need to be setup before the program initializes.
* Note that not all gui elements will be available.
  + GuiImage will not be
    - Use GuiSprite instead as it can load data and clear memory.

Examples (Note that the title may not refer to an actual implemented class):

<GuiBox id=”b1” x=”0” y=”0” width=”320” height=”32” background-color=”blue”/>

<GuiBox id=”b2” x=”0” y=”48” width=”320” height=”32” background-color=”white”>

<GuiText id=”text1” width=”320” height=”32” text-color=”black” text=”Good Text”/>

</GuiBox>

Valid options for each Gui Object:

* GuiInstance
  + ID
    - A String
  + Visible
    - A Boolean
  + Active
    - A Boolean
  + AlwaysFocus
    - A Boolean
  + OnActive
    - A String
  + OnFocus
    - A String
  + OnVisible
    - A String
  + OnDeactivate
    - A String
  + OnInvisible
    - A String
  + OnChanged
    - A String
  + X
    - A signed number
  + Y
    - A signed number
* \*GuiContainer
  + N/A
* GuiCustomObject
  + UpdateFunction
    - A String
  + RenderFunction
    - A String
* GuiCanvas (Should be changed to draw the children)
  + Width
    - An unsigned number
  + Height
    - An unsigned number
  + ClearColor
    - A Color
* \*GuiSprite
  + Src
    - The name of the file for the image.
  + XScale
    - A signed number
  + YScale
    - A signed number
  + Width
    - A unsigned number
  + Height
    - A unsigned number
  + Color
    - A Color
* \*GuiTextBlock
  + MaxWidth
    - An unsigned number
  + MaxHeight
    - An unsigned number
  + Font
    - A string (Specifies the name of the font/file)
  + TextColor
    - A Color
  + HighlightColor
    - A Color
  + AllowHighlight
    - A Boolean
  + HighlightStartPos
    - An unsigned number
  + HighlightEndPos
    - An unsigned number
  + AllowLineBreaks
    - A Boolean
  + Text
    - A string
  + OffsetX
    - An unsigned number
  + OffsetY
    - An unsigned number
* \*GuiTextBox (All of the options from GuiTextBlock)
  + Width
    - An unsigned number
  + Height
    - An unsigned number
  + CursorBlinkTimer
    - An unsigned number
  + CursorWidth
    - An unsigned number
  + BackgroundColor
    - A Color
  + OutlineColor
    - A Color
  + FocusOutlineColor
    - A Color
  + CursorBlinkColor
    - A Color
  + OnEnterPressed
    - A String
  + OnKeyPressed
    - A String
* \*GuiRectangleButton
  + Width
    - An unsigned number
  + Height
    - An unsigned number
  + BackgroundColor
    - A Color
  + HoverColor
    - A Color
  + FocusBackgroundColor
    - A Color
  + FocusOutlineColor
    - A Color
  + OutlineColor
    - A Color
* \*GuiList
  + Spacing
    - An unsigned number
  + IsVertical
    - A Boolean
  + BackgroundColor
    - A Color
  + OutlineColor
    - A Color
* \*GuiGrid
  + HorizontalSpacing
    - An unsigned number
  + VerticalSpacing
    - An unsigned number
  + MaxRows
    - An unsigned number
  + MaxColumns
    - An unsigned number
  + RowMajor
    - A Boolean
  + BackgroundColor
    - A Color
  + OutliineColor
    - A Color