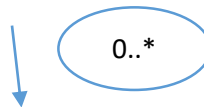


GUIManager

```

SDL_Texture * atlas = nullptr;
p2SString atlas_file_name;
p2List<GUIElement*> gui_elements;
bool debug = false;

void DestroyGUIElement(GUIElement* element);
GUIManager();
virtual ~GUIManager();
bool Awake(pugi::xml_node& config);
bool Start();
bool PreUpdate();
bool Update(float dt);
bool PostUpdate();
bool Cleanup();
GUIImage* CreateImage(iPoint pos, SDL_Rect rect, GUIElement* parent = nullptr);
UILabel* CreateLabel(iPoint pos, p2SString text, _TTF_Font* font, GUIElement* parent = nullptr);
UIButton* CreateButton(iPoint pos, SDL_Rect normal, SDL_Rect hovered, SDL_Rect pressed, bool
draggable = false, GUIElement* parent = nullptr);
UISlider* CreateSlider(iPoint pos, SDL_Rect rect, SDL_Rect normal, SDL_Rect hovered, SDL_Rect
pressed, bool horizontal, GUIElement* parent = nullptr);
SDL_Texture* GetAtlas();bool Load(pugi::xml_node&);
  
```



GUIElement

```

SDL_Texture* texture = nullptr;
p2SString tex;
GUI_Type type;
SDL_Rect rect;
iPoint position;
iPoint relative_position;
GUIElement* parent = nullptr;
GUI_State state;
bool enabled = false;
bool draggable = false;
enum GUI_Type{IMAGE,LABEL,BUTTON,SLIDER,NO_TYPE};
enum GUI_State{NORMAL,PRESSED,HOVERED,NO_STATE};

GUIElement(iPoint pos, GUI_Type type,bool draggable = false,GUIElement* parent = nullptr);
virtual ~GUIElement();

virtual bool Update(float dt) { return true; };
virtual bool PostUpdate() { return true; };

iPoint GetPosition() const;
SDL_Rect GetRect() const;

void Enabled(bool enabled);
void SetLocalPosition(int x, int y);
  
```



GUIImage

GUI_Type::IMAGE

-

GUIImage(iPoint pos, SDL_Rect rect, SDL_Texture* texture = nullptr);

virtual ~GUIImage();

bool PostUpdate();

GUIButton

GUI_Type::BUTTON

SDL_Texture * texture = nullptr;
SDL_Rect normal;
SDL_Rect hovered;
SDL_Rect pressed;

GUIButton(iPoint pos, SDL_Rect normal, SDL_Rect hovered, SDL_Rect pressed, bool draggable = false, SDL_Texture* texture = nullptr);

virtual ~GUIButton();

bool PostUpdate();

UILabel

entityType::LABEL

p2SString text;
_TTF_Font * font = nullptr;

UILabel(iPoint pos,p2SString text, _TTF_Font* font);
virtual ~UILabel();

void SetText(p2SString text);

bool PostUpdate();

UISlider

entityType::SLIDER

SDL_Rect slider_rect;

uint value = 0u;
GUIButton* slider_btn = nullptr;
bool horizontal = true;

UISlider(iPoint pos, SDL_Rect rectangle, SDL_Rect normal, SDL_Rect hovered, SDL_Rect pressed, bool horizontal, SDL_Texture* texture = nullptr);
virtual ~UISlider();

void SetButton(GUIButton* slider_btn);
void SetValue(int value);

uint GetValue() const;
GUIButton* GetButton() const;

bool Update(float dt);
bool PostUpdate();