

Main

UI

```
-----  
p2List<UI_Element*> UI_Elements_list  
-----  
UI_Element* CreateUIImage(SDL_Rect image...)  
UI_Element* CreateUIButton(SDL_Rect image...)  
UI_Element* CreateUIText(const char* text...)  
UI_Element* CreateUITextInput(p2Point<int> ...)  
-----  
bool Update(dt)  
void Draw()
```

UI\_Element

```
-----  
SDL_Texture* texture  
SDL_Rect base_rect  
SDL_Rect activeRect  
UI_Element* parent  
p2Point<int> localPos  
p2Point<int> screenPos  
TYPE UI_type  
bool hide  
-----  
virtual bool Update()  
virtual void Draw()  
virtual void ToggleHide()
```

UI\_Button

```
-----  
SDL_Rect hover_rect  
SDL_Rect pressed_rect  
bool isEnabled  
bool isPressed  
bool isHover  
bool clicked  
-----  
void OnClick()
```

UI\_Image

```
-----  
UI_Image(SDL_Rect..)
```

UI\_InputText

```
-----  
SDL_Rect cursor_rect  
SDL_Rect background_rect  
UI_Text* input_text  
bool hasFocus  
-----  
void DrawCursor()
```

UI\_Text

```
-----  
p2SString text  
TextType texttypet  
-----  
void UpdateText()  
void CreateText()
```