

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 texttype

void UpdateText()
void CreateText()
```

UI_ScrollBar

```
SDL_Rect thumb_rect
bool isPressed

void Update()
```