UIRenderer

+ UIRenderer()
+ ~UIRenderer()
+ Load()
+ Update()
+ MousePosition()
+ MouseButtonDown()
+ MouseButtonUp()
+ MouseWheel()
+ Character()
+ KeyDown()
+ KeyUp()
+ RenderOffscreen()
+ Render()
+ SetSize()
+ SetAntialiasingMode()
+ SetTessellationQuality()
+ SetTessellationMode()
+ SetOffscreenSize()
+ GetUID()
+ GetXAML()