UI Element Scene protected: SDL Rect rect box; SDL Rect rect sprite; float scale_X = 1.0F; float scale Y = 1.0F; public: bool hovered = false; bool interactable = false: bool dragable = false; bool enabled = true; bool parent limit = true; j1UIElement(j1UIElement* parent = nullptr); ~j1UIElement(); virtual bool UIBlit(); virtual bool UIClean Up(): virtual bool IsInside(int x, int y); virtual bool Update(float dt) { return true; }; virtual bool CleanUp() { return true; }; SDL_Rect GetScreenRect(); SDL Rect GetLocalRect(); iPoint GetScreenPos(); iPoint GetLocalPos(); void SetLocalPos(int x, int y); void GetScale(float& scaleX, float &scaleY); void SetScale(float scaleX, float scaleY); void SetScreenPos(int x, int y); void SetLocalRect(SDL_Rect rect); void DadEnabled(); void SetEnabled(bool enabled); virtual void OnMouseClick() {}; virtual void OnMouseHover() {}; virtual void OnMouseRelease() {}; virtual void OnMouseExit() {}; j1UIElement* parent = nullptr;

Ullmage

public:
j1UIImage(iPoint pos, SDL_Rect
rect, bool image = true);
j1UIImage();
~j1UIImage();
bool UIBlit();
bool image = true;

UIScrollBar

public: j1UIScrollBar(iPoint pos, ScrollType type); ~j1UIScrollBar() {};

> ScrollType type; j1UIImage* thumb = nullptr; float norm_value = 0.0F; float min, max;

bool UIBlit();

/*void OnMouseClick();

void OnMouseHover();

void OnMouseRelease();

void OnMouseExit();

void MoveOtherElement();*/

void SetValue(float new_value);

float GetValue();

void SetMinMax(float min, float max);

bool CleanUp();

UIButton

public: j1UlButton(iPoint pos, bool is_interactable = true); ~j1UlButton();

SDL_Rect* anim; int sound:

bool UIBlit(); void OnMouseClick(); void OnMouseHover(); void OnMouseRelease(); void OnMouseExit(); void SetLocked(bool value); bool CleanUp();

UlLabel

public:
_TTF_Font* font;
p2SString text;
SDL_Color color;
j1UlLabel(iPoint pos, _TTF_Font*
font, p2SString text, SDL_Color
color, int max_width);
~j1UlLabel();
bool UlBlit();
void SetText(p2SString text);

void SetColor(SDL Color color);

bool CleanUp();