Warp Syndrome UI UML

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Scrollbar / Slider

SDL_Rect bar_measures
UI* reference_element
float initial_point
float max_point
float current_point
float initial_mouse_position

void Move()

UI_Manager

p2List UI_element_list
UI* focus
UI* last_parent
SDL_Texture atlas

-PreUpdate()
-Update()
-PostUpdate()
-AddElement()
-DeleteOnParent(parent)
-DeleteWithParent
-DeleteAll()
-GetAtlas()

UI

SDL_Rect measures
SDL_Texture texture
fPoint Position
UI_Type type
UI_Purpose purpose_type
UI* parent
p2DynArray<Module*> listeners

-Blit()
-CallListeners()
-Pressed()
-Hover()

Static_image

SDL_Color rect_color
bool render_print
bool render_as_draw_quad

bool SetColor(SDL_Color color)
bool SetColor(Uint r, Uint g, Uint b, Uint a)

Static Text

_TTF_Font* font
int* counter_path
int max_height
Uint row_width

void NewText(char* text)

Button

bool pushed

Editable Text

SDL_Texture* text_texture
SDL_Rect cursor
_TTF_Font* font
char text[CHARR_ARRAY]
p2SString text_save
int max_width

p2SString ReturnText()

1   1   0..*   0..*   0..*   0..*   0..*