Text + text + rect + initialRect + color + font + surface + texture + is_dynamic +PVText

IMG_ICMons

- + renderer + ICMonTexture
- + rect
- + initialRect
- + PVbarTexture
- + PVbarTextureBack
- + PVRect
- + PVInitialRect
- + nameTexture
- + nameRect
- + nameInitialRect
- + nameinitiaiked