

j1GUI

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j1Gui();
virtual ~j1Gui();
bool Awake(pugi::xml_node&);
bool Start();
bool PreUpdate(float dt);
bool Update(float dt);
bool PostUpdate();
bool CleanUp();
bool Load(pugi::xml_node&);
bool Save(pugi::xml_node&)const;
UI_Item* CreateSprite(iPoint pos, SDL_Rect rect, bool static_obj = false, UI_Item * parent = nullptr);
Ulitem_Button* CreateButton(iPoint pos, Button_Type type, SDL_Rect idle_rect, SDL_Rect* idle_hover = NULL, SDL_Rect* idle_click = NULL, const char* text = "", bool static_obj = false, UI_Item* parent = nullptr);
UI_Label* CreateLabel(iPoint pos, const char* text, Label_Type type, SDL_Color color = { 0,0,0,0 }, bool static_obj = false, UI_Item* parent = nullptr);
```

```
public:
p2List<UI_Item*> gui_list;
uint          fx_buton_pressed;

private:
SDL_Texture*  atlas;
p2SString     atlas_file_name;
p2SString     fx_button_pressed_string;
```

