

Drawable + m BGtexturePath + m\_SpriteNum + m\_SpriteDrawType + SetTexture() + SetBGColor() + SetTextureRect() + SetSpriteSize() + SetSpriteNumber() + SetSpriteNext() + SetSpriteDrawType() + GetBGColor() + GetBGTexturePath() + GetBGTexture() + Draw() + OnEditable()

+m\_TextureRect

+m\_BGcolor

+m\_SpriteSize

+ DrawUpdate() Ulregion # m\_isClicable # isGrab # isAvailable # inRectNow # inRectPrev # FOnMouseGrab # FOnMousePress # FOnMouseRelease # FOnMouseHold # FOnMouseEnter # FOnMouseExit # FOnEditable + Ulregion() + Ulregion() + ~Ulregion() + GetActive() + GetName() + Clicable() + SetName() + SetActive() + SetBindLeftBorder() + SetBindRightBorder()

+ SetBindDownBorder()
+ ResetBind()
+ SetCallbackOnMouseGrab()
+ SetCallbackOnMousePress()
+ SetCallbackOnMouseRelease()
+ SetCallbackOnMouseHold()
+ SetCallbackOnMouseEnter()
+ SetCallbackOnMouseExit()
+ SetCallbackOnEditable()
+ Update()
+ GetType()

+ SetBindUpBorder()

+ GetType()
+ ClickUpdate()
+ GetJson()

+ SetJson() + PostSetJson() + FindByName() # OnMousePress()

# OnMousePress()
# OnMouseRelease()
# OnMouseHold()

# OnMouseGrab()
# OnMouseEnter()
# OnMouseExit()

# OnMousePressOut()