

enum GUltype

GUI_ERROR, GUI_BUTTON, GUI_INPUTBOX, GUI_SCROLLBAR, GUI_LABEL, GUI_IMAGE, GUI_CONSOLE, GUI_MAX

enum SCROLL TYPE

SCROLL_NONE, SCROLL_MUSIC, SCROLL_FX, SCROLL_BASIC, SCROLL_MAX

GUI Input Box

j1GUlelement* string j1GUlelement* background

j1GUlinputBox(char* text);
~j1GUlinputBox();
bool Awake(pugi::xml_node&);
bool Start();
bool PreUpdate();
bool Update(float dt);
bool PostUpdate();
bool CleanUp();
bool Load(pugi::xml_node&)
bool Save(pugi::xml_node&)

void OnClick();
void OnRelease();

GUI Image

j1GUlimage(); ~j1GUlimage(); bool Awake(pugi::xml_node&);

bool PreUpdate(); bool PostUpdate(); bool CleanUp(); bool Load(pugi::xml_node&) bool Save(pugi::xml_node&) const

GUI Button

j1GUIelement* label

iPoint accuratedDrag bool dragging;

j1GUIButton();
~j1GUIButton();
bool Awake(pugi::xml_node&);
bool Start();
bool PreUpdate();
bool Update(float dt);
bool PostUpdate();
bool CleanUp();

bool Load(pugi::xml_node&)
bool Save(pugi::xml_node&) const
void Dragging();
void Movinglt(float dt);
void OnRelease();

GUI Console

p2SString consoleString;

j1GUlelement* inputbox j1GUlelement* label j1GUlelement* image

j1GUlconsole();
-j1GUlconsole();
bool Awake(pugi::xml_node&);
bool Start();
bool PreUpdate();
bool Update(float dt);
bool PostUpdate();
bool CleanUp();
bool Load(pugi::xml_node&)
bool Save(pugi::xml_node&) void PrintText(const char* txt);

GUI Label

j1GUllabel();
~j1GUllabel();
bool Awake(pugi::xml_node&);
bool Start();
bool PreUpdate();
bool Update(float dt);
bool PostUpdate();
bool CleanUp();
bool Load(pugi::xml_node&)
bool Save(pugi::xml_node&)

GUI Scroll Bar

j1GUIelement* scrollButton SCROLL_TYPE scrollType

float value; float initialValue;

j1GUlscrollBar(SCROLL_TYPE type);
-j1GUlscrollBar();
bool Awake(pugi::xml_node&);
bool Start();
bool PreUpdate();
bool Update(float dt);
bool PostUpdate();
bool CleanUp();
bool Load(pugi::xml_node&)
bool Save(pugi::xml_node&) const
void ScrollLimits();