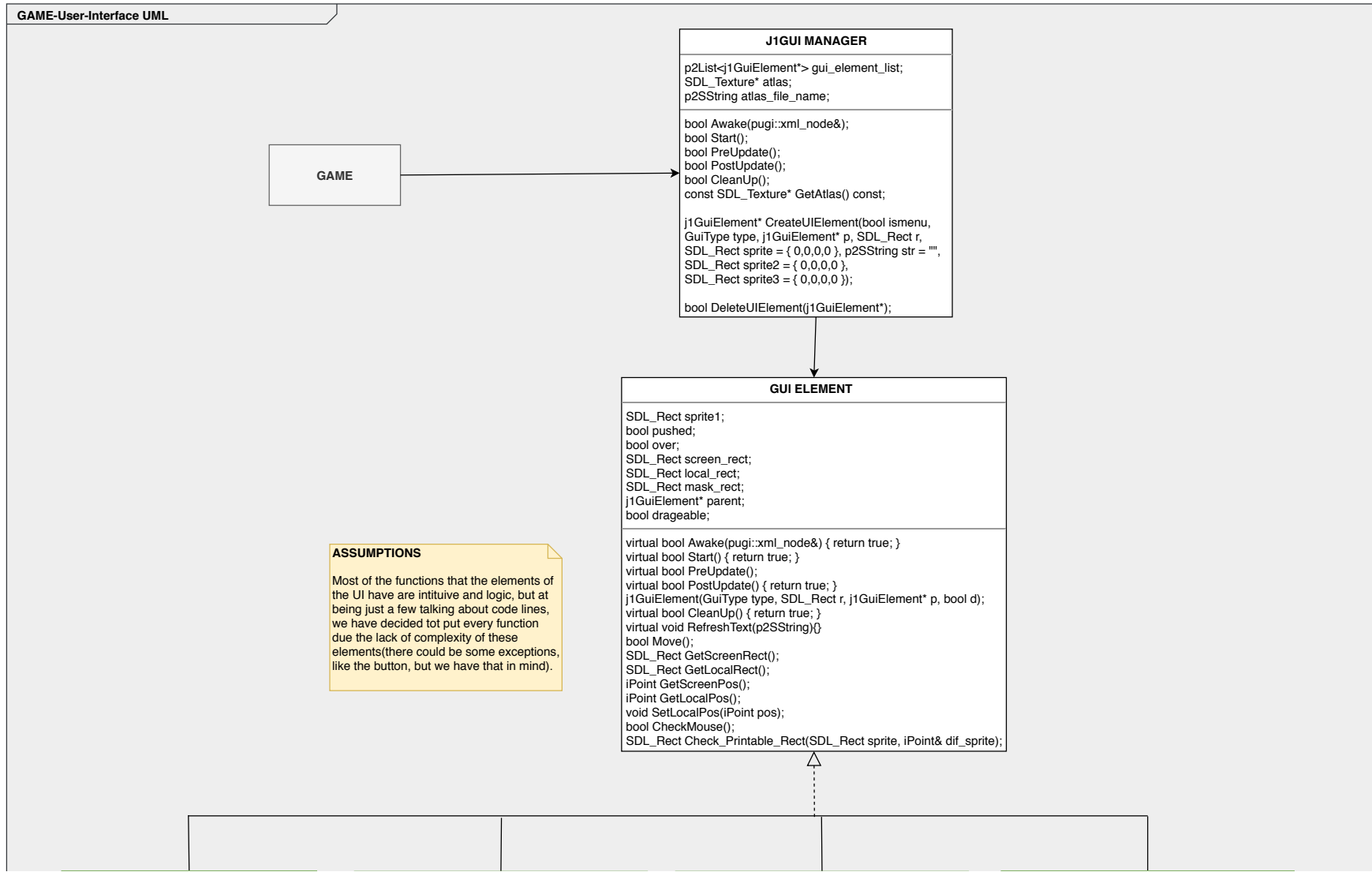


Title



BUTTON

bool boolmenu;

ButtonUI(bool ismenu, GuiType type,
j1GuiElement* p, SDL_Rect r, SDL_Rect
sprite, SDL_Rect spriten2, SDL_Rect
spriten3, bool d);

virtual ~ButtonUI() {}
bool Awake(pugi::xml_node&) { return true; };
bool Start() { return true; };
bool PreUpdate();
bool PostUpdate();
bool CleanUp() { return true; };
SDL_Rect sprite2;
SDL_Rect sprite3;

IMAGE

bool boolmenu;

ImageUI(bool ismenu, GuiType type,
j1GuiElement* p, SDL_Rect r, SDL_Rect sprite,
bool d);

virtual ~ImageUI() {}
bool PostUpdate();

WINDOW

bool boolmenu;

WindowUI(bool ismenu, GuiType type,
j1GuiElement* p, SDL_Rect r, SDL_Rect sprite,
bool d);

virtual ~WindowUI() {}
bool PostUpdate();

TEXT

bool boolmenu;

TextUI(bool ismenu, GuiType type, j1GuiElement* p,
SDL_Rect r, p2SSString str, bool d);

virtual ~TextUI() {}
bool PostUpdate();
void RefreshText(p2SSString stringt);
p2SSString stri;