TinyEngineRenderablel

- + TinyEngineRenderableI()
- + ~TinyEngineRenderableI()
- + render()
- + update()

TinyEngineUI

- # m x
- # m_y
- # m_x_half
- # m_y_half
- # m width
- # m_height
- + TinyEngineUI()
- + render()
- + update()
- + ~TinyEngineUI()
- + get_m_x()
- + get_m_y()
- + get m x half()
- + get_m_y_half()
- + set_m_x()
- + set_m_y() and 6 more...

TinyEngineUIBlinkingTextBox

- # m bg color
- # m fg color
- # m text
- # m_blink_delay
- # m_local_time
- + render()
- + update()
- + ~TinyEngineUIBlinkingText Box()
- + TinyEngineUIBlinkingText Box()
- + get m bg color()
- + get_m_fg_color()
- + get_m_text()
- + get_m_blink_delay()

TinyEngineUIText

- # m_text
- # m color
- + render()
- + update()
- + ~TinyEngineUIText()
- + TinyEngineUIText()
- + get_text()
- + set text()
- + get_m_color()
- + set_m_color()

TinyEngineUITextBox

- # m texts
- # m_outline_color
- + render()
- + update()
- + ~TinyEngineUITextBox()
- + TinyEngineUITextBox()
- + TinyEngineUITextBox()
- + add text()
- + get m outline color()
- + set_m_outline_color()