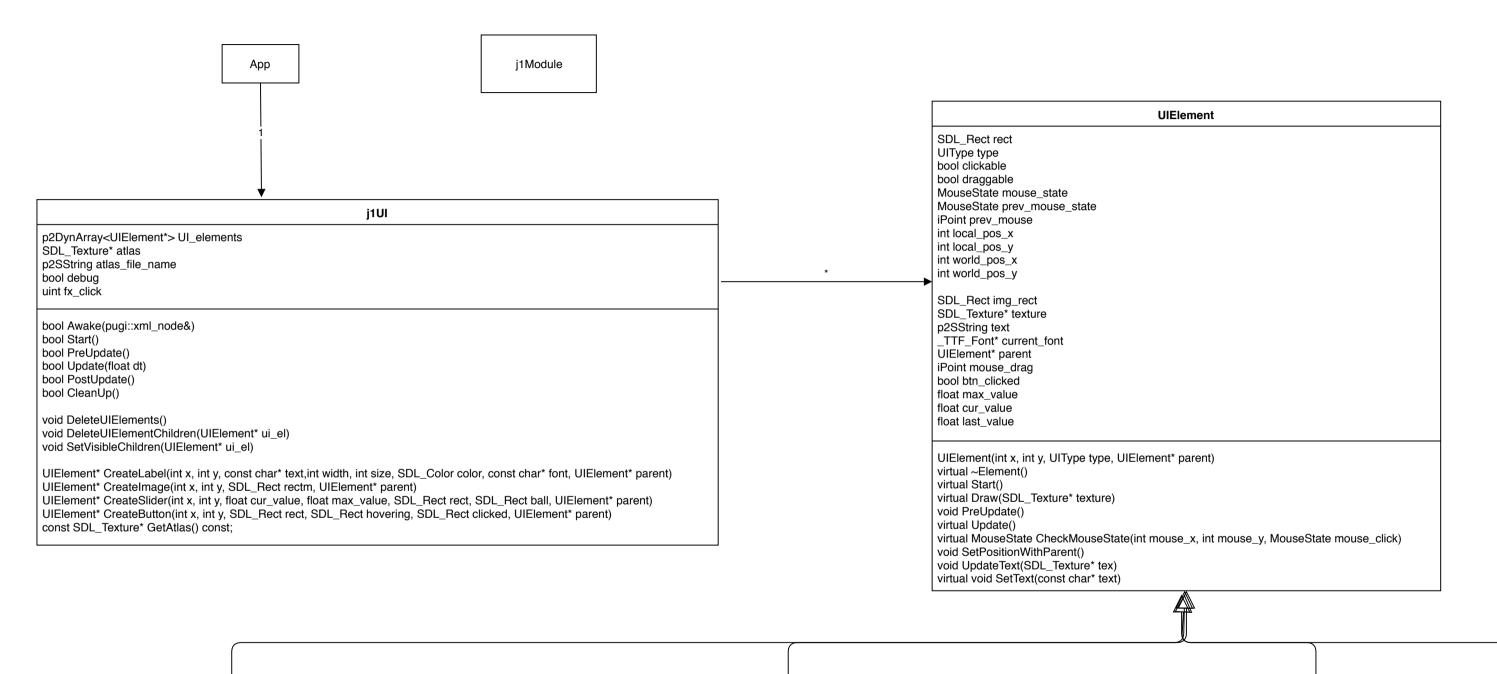
UML - UI SYSTEM

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UlLabel

SDL_Color color

UlLabel(int x, int y, const char* text,int width, int size, SDL_Color color, const char* font, UlElement* parent); void Draw(SDL_Texture* atlas)
SetText(const char* text)

UIButton

SDL_rect basic_rect, clicked_rect, hovering_rect;

UIButton(int x, int y, SDL_Rect rect, SDL_Rect hovering, SDL_Rect clicked, UIElement* parent); void Update() void Draw(SDL_Texture* atlas)

UISlider

SDL_rect nbar_rect, ball_rect;
int world_ball_x, world_ball_y, local_ball_x, local_ball_y;

UISlider(int x, int y, float cur_value, float max_value, SDL_Rect rect, SDL_Rect ball, UIElement* pare void Update()
void Draw(SDL_Texture* atlas);

float GetSliderValue() const:

void SetSliderValue(float value, float max value);

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Ullmage(int x, int y, SDL_Rect rectm, UlElement* parent); void Draw(SDL_Texture* atlas)

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