

Ui_OpenGLGame

```
graph BT; UiOpenGLGame[Ui::OpenGLGame] --> Ui_OpenGLGame[Ui_OpenGLGame];
```

A UML class diagram illustrating inheritance. The base class, `Ui::OpenGLGame`, is represented by a gray-shaded rectangular box at the bottom. The derived class, `Ui_OpenGLGame`, is represented by a white rectangular box at the top. A solid blue arrow points vertically from the top of the `Ui::OpenGLGame` box to the bottom of the `Ui_OpenGLGame` box, indicating that `Ui_OpenGLGame` inherits from `Ui::OpenGLGame`.

Ui::OpenGLGame