```
LTGUI
+ RECT_LEVELS
+ RECTS PER LEVEL
+ BUTTONS MAX

    levelDepths

- buttons
- buttonLevels
- buttonLastFrame
- color
                                System::Object
- isGUIEnabled
global_counter
+ init()
+ initRectCheck()
+ reset()
+ update()
+ checkOnScreen()
+ destroy()
+ destroyAll()
+ label()
+ label()
+ texture()
и 6 больше...
                    -levels
            +type
                    LTRect
            + rect
            + alpha
            + rotation
            + pivot
             + margin
             + relativeRect
             + rotateEnabled
             + rotateFinished
            + alphaEnabled
            + labelStr
            и 8 больше...
             + colorTouched
            + hasInitiliazed
            + id
            + X
            + y
             + width
            + height
            + rect
            - _id
            + LTRect()
            + LTRect()
            + LTRect()
            + LTRect()
            + LTRect()
            + setId()
            + reset()
            + resetForRotation()
            + setStyle()
             + setFontScaleToFit()
            и 7 больше...
```