GUI-UML

Inherits from j1Module

UIElement

UIElement()
virutal ~UIElement()
virtual Update(float):**void**
virutal Draw():**void**
virtual HandleInput():**void**
virutal HasToBeRemoved():**bool**
virtual GetType():**UIElement_TYPE**
virtual DebugDraw():**void**
MouseHove():**bool**
UpdateDragging(float):**void**
SetOrientation():**void**
GetScreenRect():**SDL_Rect**
GetLocalRect():**SDL_Rect**
GetScreenPos():**iPoint**
GetLocalPos():**iPoint**
SetLocalPos(iPoint):**void**
IncreasePos(iPoint):**void**
SetInteratction(bool):**void**

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parent:**UIElement***
tex_area:**SDL_Rect**
tex:**const SDL_Texture***
mouse_click_pos:**iPoint**
listener:**j1Module***
vertical:**UI_Element_VERTICAL_POS**
horizontal:**UIElement_HORIZONTA_POS**
type:**UIElement_TYPE**
to_remove:**bool**
draggable:**bool**
interactive:**bool**

j1GUI

j1GUI();
virtual ~j1Gui();
Awake(xml_node):**bool**
Start():**bool**
PreUpdate():**bool**
Update(float dt):**bool**
PostUpdate():**bool**
CleanUp():**bool**
Blit(float dt):**bool**
CreateUIImage(UIImage_Info):**UIImage***
CerateUILabel(UILabel_Info):**UILabel***
CreateUIButton(UIButton_Info):**UIButton***
CreateUICursor(UICursor_Info):**UICursor***
CreateUIWindow(UIWindow_Info):**UIWindow***
CreateUILifeBar(UILifeBar_Info):**UILifeBar***
CreateUISlider(UISlider_Info):**UISlider***
DestroyElement(UIElement*):**bool**
ClearALLUI():**bool**
ClearMapTextures():**bool**
SetUpDragginChildren(UIElemen*):**void**
SetUpDraggingNode(bool):**void**

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atlas_file_name:**p2SString**
UI_elements_list:**p2List<UIElement*>**
to_spawn_UI_elements:**p2List<UIElement*>**
to_spawn_UI_parents:**p2List<UIElement*>**
map_textures:**map<Tex_Names, const SDL_Texture*>**
map_fonts:**map<Font_Names, TTF_Font*>**
UI_elements_tree:**nTree<UIElement*>**
debug_draw:**bool**
drag_to_true:**bool**
drag_to_false:**bool**
update_drag:**bool**

UIImage

UIImage()
Draw():**void**
DebugDraw(iPoint):**void**
SetColor(SDL_Color):**void**
StartAnimation(Animation):**void**
Update(float):**void**
GetColor():**SDL_Color**
SetNewRect(SDL_Rect):**void**
GetRect():**SDL_Rect**
ResetFade():**void**
FromAlphaToAlphaFade(float, float):**bool**

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image:**UIImage_Info**
total_time:**float**
start_time:**float**
reset:**bool**
anim_to_play:**Animation**
anim:**Animation***
speed:**float**
start_animation:**bool**

UIButton

UIButton()
Draw():**void**
DebugDraw(iPoint):**void**
HandleInput():**void**
ChangeSprite(SDL_Rect):**void**
Update(float):**void**
GetHoverSprite():**SDL_Rect**
GetPressedSprite():**SDL_Rect**
GetNormalSprite():**SDL_Rect**
GetActualEvents():**UIEvents**
SlideTransition(float,int,float,bool,float):**bool**
Bounce(float,float):**bool**
InitializeBounce(float):**void**

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button:**UIButton_Info**
UIevent:**UIEvents**
tab:**bool**
next_event:**bool**
bounce_value:**float**
start_pos:**iPoint**

UILabel

UILabel()
Draw():**void**
Update(float):**void**
HandleInput():**void**
DebugDraw(iPoint):**void**
SetColor(SDL_Color):**void**
StartAnimation(Animation):**void**
Update(float):**void**
GetColor():**SDL_Color**
SetNewRect(SDL_Rect):**void**
GetRect():**SDL_Rect**
ResetFade():**void**
FromAlphaToAlphaFade(float, float):**bool**
RandomAlphaPainting(float,SDL_Color):**void**
SlideTransition(float,int,bool,float):**bool**

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label:**UILabel_Info**
font:_**TTF_Font***
total_time:**float**
start_time:**float**
reset:**bool**
bounce_value:**float**
start_pos:**iPoint**

UIWindow

UIWindow()
Draw():**void**
DebugDraw(iPoint):**void**
HandleInput():**void**
Update(float):**void**
SlideTransition(float,int,float,bool,float):**bool**
Bounce(float,float):**bool**
InitializeBounce(float):**void**

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window:**UIWindow_Info**
UIevent:**UIEvents**
tab:**bool**
next_event:**bool**
bounce_value:**float**
start_pos:**iPoint**
first_bounce:**bool**
reset:**bool**
start_bouncing:**bool**

UILifebar

UILifeBarl()
Draw():**void**
Update(float):**void**
HandleInput():**void**
DebugDraw(iPoint):**void**
SetLifeProgress(int):**void**
IncreaseLifeProgress():**void**
DecreaseLifeProgress():**void**
GetProgress():**void**

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life_bar:**UILIfeBar_Info**
UIevent:**UIEvents**
next_event:**bool**

UICursor

UICursor()
Update(float):**void**
SetMousePosition():**void**
HandleInput:**void**

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curosr:**UICursor_Info**
UIevent:**UIEvents**

UISlider

UISlider()
Draw():**void**
Update(float):**void**
HandleInput():**void**
DebugDraw(iPoint):**void**
GetPercent():**uint**
SlideTransition(float, int, float, bool):**bool**
Bounce(float, float)**bool**
InitializeBounce(float):**void**

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slider:**UISlider_Info**
UIevent:**UIEvents**
next_event:**bool**
lets_move:**bool**
bounce_value:**float**
start_pos:**iPoint**
reset:**bool**
start_bouncing:**bool**