

Visual Paradigm Online Diagrams Express Edition

GuiText

p2SString text; const char* font; SDL_Texture* texture = nullptr;

void Init(iPoint position, p2SString text, char* font = DEFAULT_FONT); bool Update(float dt); bool CleanUp(); bool Draw(); void UpdateText();

GuilnputText

Guilmage* background; p2SString default_text; GuiText* text; SDL_Rect cursor; bool focused; bool usingAtlas; int cursor_position;

void Init(iPoint position, p2SString text, SDL_Rect image_section, bool useAtlas = true, char* font = DEFAULT FONT);

bool Update(float dt);

bool Input();

bool Draw(); bool CleanUp(); void HandleFocusEvent(FocusEvent event);

void UpdateText();

GuiText* GetText() const;