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GUI
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UIElement* elementArray[MAX_ELEMENTS]

UIElement* elementDragged
SDL_Texture* atlas
p2SString atlasFileName
-----
j1Gui();

virtual ~j1Gui()
bool Awake(pugi::xml_node&)
bool Start()
bool PreUpdate()
bool PostUpdate()
bool CleanUp()

UIElement* CreateButton(int x, int y, UIElement* father,
j1Module* listeners[10], SDL_Rect* buttonIdle, SDL_Rect*
buttonSelected, SDL_Rect* buttonPressed, bool draggable)

UIElement* CreateUIWindow(int x, int y, UIElement* father,
SDL_Rect* rect, bool draggable)

UIElement* CreateText(int x, int y, UIElement* father,
_TTF_Font* font, p2SString &text, bool draggable)

UIElement* CreateScrollBar(int x, int y, UIElement* father,
j1Module* listener, SDL_Rect* bar, SDL_Rect* thumbsIdle,
SDL_Rect* thumbsPressed)

SDL_Texture* GetAtlas() const
void ListenerUI(UIElement* UI_element)
void DragElement()
void CheckFocusedElements()

```

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SDL_Texture* GetAtlas() const
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11: We have an enum containing all possible button states

