

MB2D.UI.UIElement

- + Content
- + Size
- + BoundingBox
- + Fill
- + BackgroundColor
- + TextContent
- + TextColor
- + Font
- + BorderDisplayed
- + BorderWidth
- and 6 more...

- + SetRelativeSize()
- + SetRelativeSize()
- + Draw()
- + Update()
- # UIElement()
- # DrawBorder()