ABaseUI # _enabled # _pos # _z " _ pos # _posOffset # size _size #_color # _value # _borderColor # _borderSize # _mouseHove _mouseHoverColor and 21 more... # _isInit #_allUI #_winSize # _projection # _rectShader # _rectVao #_rectVbo # _rectVertices # _textRender # _imgShader and 11 more... + ABaseUI() + ABaseUI() + ~ABaseUI() + operator=() + update() + draw() + addButtonRightListener() + addButtonLeftListener() + addButtonLeftValueListener() + setKeyRightClickScancode() and 39 more... + init() + destroy() + staticUpdate() + setWinSize() + loadFont() + strWidth() + strWidth() + strHeight() + strHeight() + showHelp() and 6 more. # ABaseUI() # _drawRect() # _drawBorderRect() # _drawText() # _drawText() # _loadImg() # _unloadImg() # _drawImg() # _update() # _draw() # _resizeWin() **ABaseMasterUI** # _masterPadding # _masterOffset # _masterMinPos _masterMaxPos _masterTotalSize #_childUI + ABaseMasterUI() + ABaseMasterUI() + ~ABaseMasterUI() + operator=() + addChild() + removeChild() + setMasterOffset() + addMasterOffset() + getMasterPos() + getMasterRealPos() + getMasterSize() + getMasterOffset() # _update() # _draw() _updateTotalMasterSize() # ABaseMasterUI() ScrollbarUI _scrollbarSize #_scrollbarColor # _mouseScrollSpeed # _vertScroll _vertScrollHide # _vertScrollInverted # _vertScrollbarPos # vertScrollBarDrawSize #_isVertScrollClicked _horizScroll # **EmptyMasterUI** _horizScrollHide _horizScrollInverted # horizScrollbarPos #_horizScrollBarDrawSize + EmptyMasterUI() #_isHorizScrollClicked + EmptyMasterUI() + ~EmptyMasterUI() + ScrollbarUI() + operator=() + ScrollbarUI() # _update() + ~ScrollbarUI() _draw() + operator=() # EmptyMasterUI() + enableVertScroll() + enableHorizScroll() + setScrollbarSize() + setScrollbarSpeed() + invertVertScroll() + invertHorizScroll() + getMasterPos() + getMasterRealPos() + getMasterSize() # _update() # draw()

_draw() # ScrollbarUI()

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