ABaseUI

_enabled
_selected
_pos
_z
_posOffset
_size
_color
_value
_selectedColor
_selectedColorText
and 29 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 48 more...
+ init()
+ destroy()
+ staticUpdate()
+ setWinSize()
+ loadFont()
+ strWidth()
+ strWidth()
+ strHeight()
+ strHeight()
+ showHelp()
and 6 more...
ABaseUI()
_drawRect()
_drawBorderRect()
_drawText()
_loadImg()
_unloadImg()
_drawImg()
_update()
_draw()
_resizeWin()

TextInputUI

_isAlwaysFocus
_hasFocus
_looseFocusNextTime
_defText
_defTextColor
_showCursor
_lastShowCursorMs
_cursorPos

+ TextInputUI()
+ TextInputUI()
+ ~TextInputUI()
+ operator=()
+ setAlwaysFocus()
+ setDefText()
+ setDefTextColor()
+ inputInsertText()
+ inputMoveCursor()
+ inputDelete()
+ inputSuppr()
+ inputReset()
+ setFocus()
+ setText()
+ hasFocus()
# _update()
# _draw()
# TextInputUI()
# _getCursorOffset()