```
+ id
                       + font
+ Shader()
                       + TextRender()
+ Shader()
                       + TextRender()
+ ~Shader()
                       + ~TextRender()
+ operator=()
                       + operator=()
+ use()
                        + loadFont()
+ unuse()
                        + write()
+ setBool()
                       + strWidth()
+ setInt()
                       + strHeight()
+ setFloat()
                       + setWinSize()
                       + getShader()
+ setDouble()
                       + getShader()
and 18 more...
           #_rectShader
                              #_textRender
           #_imgShader
               ABaseUI
     _enabled
   #_selected
#_pos
     _pos
     _z
     _posOffset
     _size
   #
     _color
      _value
   #
     _selectedColor
   #_selectedColorText
   and 28 more...
   # _isInit
# _allUI
     _allUI
   # _winSize
# _projection
   # _rectVao
   #
     _rectVbo
     _rectVertices
   #
   # _imgVao
   # _imgVbo
# _imgVertices
   and 8 more..
   + ABaseUI()
   + ABaseUI()
   + ~ABaseUI()
   + operator=()
   + update()
   + draw()
   + addButtonRightListener()
   + addButtonLeftListener()
   + addButtonLeftValueListener()
   + setKeyRightClickScancode()
   and 46 more..
   + init()
   + destroy()
   + staticUpdate()
   + setWinSize()
   + loadFont()
   + strWidth()
   + strWidth()
   + strHeight()
   + strHeight()
   + showHelp()
   and 6 more.
   # ABaseUI()
   # _drawRect()
# _drawD
     _drawBorderRect()
   # _drawText()
# _load!
     _loadImg()
   # _unloadImg()
   #
     _drawImg()
     _update()
_draw()
   #
   # _resizeWin()
                    #_master
           ABaseMasterUI
        _masterPadding
       _masterOffset
       _masterMinPos
     #_masterMaxPos
     # _masterTotalSize
     #_childUI
     + ABaseMasterUI()
     + ABaseMasterUI()
     + ~ABaseMasterUI()
     + operator=()
```

Shader

TextRender

+ addChild()
+ removeChild()
+ setMasterOffset()
+ addMasterOffset()
+ getMasterPos()
+ getMasterRealPos()
+ getMasterSize()
+ getMasterOffset()
_update()
_draw()
_updateTotalMasterSize()
ABaseMasterUI()