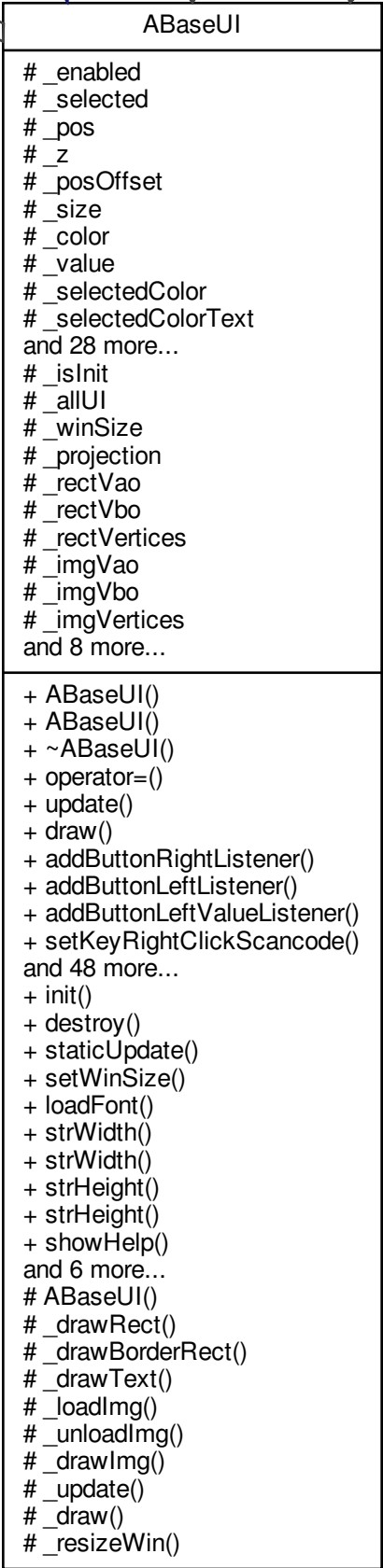


#_master

#_rectShader
#_imgShader

#_textRender



EmptyMasterUI

+ EmptyMasterUI()
+ EmptyMasterUI()
+ ~EmptyMasterUI()
+ operator=()
_update()
_draw()
EmptyMasterUI()