```
ABaseUI
   enabled
   selected
  _pos
  Ζ
# _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()
# _drawBorder
  _drawBorderRect()
# _drawText()
# _loadImg()
# _unloadImg()
# _drawImg()
# _update()
# _draw^
# _resizeWin()
        ButtonImageUI
      + ButtonImageUI()
      + ButtonImageUI()
        ~ButtonImageUI()
      + operator=()
```

_update()

_draw() # ButtonImageUI()

#