```
+ font
              + id
                                      + TextRender()
              + Shader()
              + Shader()
                                      + TextRender()
              + ~Shader()
                                      + ~TextRender()
                                      + operator=()
              + operator=()
              + use()
                                      + loadFont()
              + unuse()
                                      + write()
              + setBool()
                                      + strWidth()
              + setInt()
                                      + strHeight()
              + setFloat()
                                      + setWinSize()
                                      + getShader()
              + setDouble()
              and 18 more...
                                      + getShader()
                          #_rectShader
                                            # textRender
                          #_imgShader
                              ABaseUI
                    enabled
                  #_selected
#_pos
#_z
                  #_posOffset
                  #_size
                  # _color
                  #
                     _value
                  #_selectedColor
                  # selectedColorText
                  and 28 more...
                  # _isInit
                  #_allUI
#_winSize
                  # _projection
# _rectVao
                  #_rectVbo
                  #_rectVertices
                  #_imgVao
#_imgVbo
                  # _imgVertices
                  and 8 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()
                 +detonatorText
                   +rightPage
                  +movingText
                                        #_master
                   +bombText
              +bombDetonatorText
                   +leftPage
                                 ABaseMasterUI
                           # _masterPadding
# _masterOffset
                             _masterOffset
                           #_masterMinPos
                           # masterMaxPos
                           # masterTotalSize
                           # childUI
                           + ABaseMasterUI()
                           + ABaseMasterUI()
SceneHelp::AllUI
                           + ~ABaseMasterUI()
                           + operator=()
+ allPages
                           + addChild()
                           + removeChild()
                           + setMasterOffset()
                           + addMasterOffset()
                           + getMasterPos()
                           + getMasterRealPos()
                           + getMasterSize()
                           + getMasterOffset()
                             _update()
                           # _draw()
                              _updateTotalMasterSize()
                           #
                           # ABaseMasterUI()
```

Shader

TextRender