Shader

+ id

+ Shader()
+ Shader()
+ ~Shader()
+ operator=()
+ use()
+ unuse()
+ setBool()
+ setInt()
+ setFloat()
+ setDouble()
and 18 more...

TextRender

+ font

+ TextRender()
+ TextRender()
+ ~TextRender()
+ operator=()
+ loadFont()
+ write()
+ strWidth()
+ strHeight()
+ setWinSize()
+ getShader()
+ getShader()

#_rectShader
#_imgShader

#_textRender

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()

+bonusWallpassImg
+timeLeftImgActive
+timeLeftImg
+bonusFlampassImgActive
+bonusBombImg
+speedText
+scoreText
+bonusDetonatorImgActive
+bonusFlameText
+bonusFlameImgActive
...

#_master

ABaseMasterUI

_masterPadding
_masterOffset
_masterMinPos
_masterMaxPos
_masterTotalSize
_childUI

+ ABaseMasterUI()
+ ABaseMasterUI()
+ ~ABaseMasterUI()
+ operator=()
+ addChild()
+ removeChild()
+ setMasterOffset()
+ addMasterOffset()
+ getMasterPos()
+ getMasterRealPos()
+ getMasterSize()
+ getMasterOffset()
# _update()
# _draw()
# _updateTotalMasterSize()
# ABaseMasterUI()

SceneGame::AllUI

+ introText
+ timeLeftText
+ scoreImg
+ scoreImgActive
+ lifeImg
+ lifeImgActive
+ lifeText
+ levelNameText
+ enemiesCounterText
+ speedImg
and 12 more...