```
ABaseUI
   _enabled
  _pos
#
# _z
# _p
  _posOffset
  _size
  color
# _value
# _borderColor
__oruerColo
# _borderSize
# _mouse□
   _mouseHoverColor
and 21 more...
# _isInit
#_winSize
#_projection
#_rectShad
#_rectShader
#_rectY
  _rectVao
  _rectVbo
# _rectVertices
# _textRender
# _imgShader
  _imgShader
and 11 more...
+ ABaseUI()
+ ABaseUI()
+ ~ABaseUI()
+ operator=()
+ update()
+ draw()
+ addButtonRightListener()
+ addButtonLeftListener()
+ addButtonLeftValueListener()
+ setKeyRightClickScancode()
and 39 more...
+ init()
+ destroy()
+ staticUpdate()
+ setWinSize()
+ loadFont()
+ strWidth()
+ strWidth()
+ strHeight()
+ strHeight()
+ showHelp()
and 6 more.
# ABaseUI()
__.awnect()
#_drawBorderRect()
#_drawTev+^
# _drawText()
# _loadImg()
  _unloadImg()
# _drawImg()
# _update()
# _draw()
# _resizeWin()
                Δ
        ABaseMasterUI 4 1 1
  # _masterPadding
    _masterOffset
  # _masterMinPos
  # _masterMaxPos
# masterT
    _masterTotalSize
  #_childUI
  + ABaseMasterUI()
  + ABaseMasterUI()
  + ~ABaseMasterUI()
  + operator=()
  + addChild()
  + removeChild()
  + setMasterOffset()
  + addMasterOffset()
  + getMasterPos()
  + getMasterRealPos()
  + getMasterSize()
  + getMasterOffset()
  # _update()
# _dro
     _draw()
    _updateTotalMasterSize()
  # ABaseMasterUI()
        EmptyMasterUl
      + EmptyMasterUI()
      + EmptyMasterUI()
      + ~EmptyMasterUI()
      + operator=()
     # _update()
# draw()
     # _draw()
# EmptyMasterUI()
```