```
ABaseUI
   enabled
#
   _pos
#
  _z
# _posOffset
# siz-
   _size
#
  _color
# _value
   borderColor
#
  _borderSize
#_mouseHoverColor
and 21 more...
  _isInit
#
  _allUI
#
  _winSize
# _projection
# _rectShader
# _rectV
  _rectVao
_rectVbo
# _rectVertices
# _tex+D -
#_textRender
#_imc0
  _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()
# _drawRect()
# _drawBorderRect()
# _drawText()
# _loadImg()
#
  _unloadImg()
# _drawImg()
#
  _update()
#
  _draw()
  _resizeWin()
             SliderUI
      #
        _min
        _max
      #
        _val
        _step
      #
         _sliderListener
      + SliderUI()
      + SliderUI()
+ ~SliderUI()
      + operator=()
      + setValues()
      + setValue() + addSliderListener()
```

\_update() \_draw()

# SliderUI()

#