```
ABaseUI
   _enabled
#
   _pos
   Z
  _posOffset
# _size
# _color
_____# _value
# _bord=
  _borderColor
#_borderSize
#_mouss'
   _mouseHoverColor
and 21 more...
# _isInit
# _allUI
# winSize
# _projection
# _rectShader
#_rectVao
#_rectVbo
#_rectVer
# _rectVertices
# _textRender
# _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()
#_undat_^
# _update()
# _draw^
# _resizeWin()
             ImageUI
          + ImageUI()
          + ImageUI(
          + ~ImageUI()
```

+ operator=()
_update()
_draw()
ImageUI()