```
AScene
      #
         qui
      # dtTime
      + AScene()
      + AScene()
      + ~AScene()
      + init()
      + update()
      + draw()
      + load()
      + unload()
      + getDtTime()
      + operator=()
      # AScene()
      ASceneMenu
#
  buttons
#
  draw3dMenu
# blurEnabled
  aMaskData
  transparentBoxs
+ ASceneMenu()
+ ~ASceneMenu()
+ ASceneMenu()
+ operator=()
+ init()
+ update()
+ draw()
+ load()
+ unload()
+ addButton()
and 12 more...
#_initBG()
  updateAlphaMask()
  updateAlphaMaskData()
     SceneMainMenu
  # states
  # allUl
  + SceneMainMenu()
  + ~SceneMainMenu()
  + SceneMainMenu()
  + operator=()
  + init()
  + load()
  + update()
```