```
ABaseUI
   enabled
#
   selected
#
  _pos
#
   z
# _posOffset
  _size
# _color
   value
  _selectedColor
   selectedColorText
and 29 more...
#
  _isInit
#_allUI
#_
  _winSize
# _projection
#_rectShader
#_rectVao
# _rectVao
# _rec*
  _rectVbo
#_rectVertices
#_textRender
#_imgShader
   imgShader
and 11 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()
                 Δ
             SliderUI
      #
        _min
        _max
      #
      #
         _val
        _step
      #
      #
         _sliderListener
      + SliderUI()
      + SliderUI()
+ ~SliderUI()
      + operator=()
      + setValues()
      + setValue()
```

addSliderListener()

_update()

draw() # SliderÜI()

#