```
ABaseUI
   _enabled
# _selected
  _pos
   Ζ
  _posOffset
  size
  _color
# _value
  _selectedColor
_selectedColorText
and 29 more...
  isInit
  _allUI
#_winSize
#_projection
#_rectShader
#_rectVao
#_rectVbo
# _rectVertices
#_textRender
#_imgShader
   imgShader
and 11 more...
+ ABaseUI()
+ ABaseUI()
+ ~ABaseUĬ()
+ operator=()
+ update()
+ draw()
+ addButtonRightListener()
+ addButtonLeftListener()
+ addButtonLeftValueListener()
+ setKeyRightClickScancode()
and 48 more...
+ init()
+ destroy()
+ staticÚpdate()
+ setWinSize()
+ loadFont()
+ strWidth()
+ strWidth()
+ strHeight()
+ strHeight()
+ showHelp()
and 6 more.
# ABaseUI()
__...vvriect()
#_drawBorderRect()
#_drawTev+^
# _drawRect()
__...wborde
#_drawText()
#_loadImg()
#_unload"
  _unloadImg()
  _drawImg()
# _update()
#
  _draw()
   resizeWin()
        ABaseMasterUI 4 6 1
     _masterPadding
  # _masterOffset
  #_masterMinPos
#_masterMaxPos
     _masterMaxPos
 # _masterTotalSize
    _childUI
  + ABaseMasterUI()
  + ABaseMasterUI()
  + ~ABaseMasterUI()
  + operator=()
  + addChild()
  + removeChild()
  + setMasterOffset()
  + addMasterOffset()
  + getMasterPos()
  + getMasterRealPos()
  + getMasterSize()
  + getMasterOffset()
 # _update()
# _dro
    _draw()
    _updateTotalMasterSize()
  # ABaseMasterUI()
        EmptyMasterUI
      + EmptyMasterUI()
      + EmptyMasterUI()
      + ~EmptyMasterUI()
     # _update()
# _draw^
       - operator=()
      #_draw()
# EmptyMasterUI()
```