```
ABaseUI
   _enabled
  _pos
#
# _z
# _p
  _posOffset
#
  _size
  _color
#
  _value
# _borderColor
____OlderOl0
# _borderSize
# _mouse⊔
   _mouseHoverColor
and 21 more...
# _isInit
#_winSize
#_projection
#_rectShad
# _rectShader
# _rectVao
  _rectVbo
#_rectVertices
# _textRender
# _imgShader
and 11 more...
+ ABaseUI()
+ ABaseUI()
+ ~ABaseUÏ()
+ operator=()
+ update()
+ draw()
+ addButtonRightListener()
+ addButtonLeftListener()
+ addButtonLeftValueListener()
+ setKeyRightClickScancode()
and 39 more...
+ init()
+ destroy()
+ staticUpdate()
+ setWinSize()
+ loadFont()
+ strWidth()
+ strWidth()
+ strHeight()
+ strHeight()
+ showHelp()
and 6 more.
# ABaseUI()
__.awnect()
#_drawBorderRect()
#_drawTev+^
# _drawText()
# _loadImg()
  _unloadImg()
# _drawImg()
# _update()
# _draw()
# _resizeWin()
                Δ
           TextInputUI
      _isAlwaysFocus
     _hasFocus
   #
   # _looseFocusNextTime
      _defText
      _defTextColor
   #
     _showCursor
      _lastShowCursorMs
   #
      _cursorPos
    + TextInputUI()
    + TextInputUI()
    + ~TextInputUI()
    + operator=()
    + setAlwaysFocus()
    + setDefText()
    + setDefTextColor()
    + inputInsertText()
    + inputMoveCursor()
    + inputDelete()
    + inputSuppr()
    + inputReset()
    + setFocus()
    + setText()
    + hasFocus()
      _update()
    #
   #
       _draw()
   # TextInputUI()
```

_getCursorOffset()