ABaseMasterUI _masterPadding _masterOffset _masterMinPos _masterMaxPos Shader TextRender # _masterTotalSize # _childUI + id + font + ABaseMasterUI() + Shader() TextRender() + ABaseMasterUI() + Shader() + TextRender() + ~ABaseMasterUI() + ~TextRender() + ~Shader() + operator=() + operator=() + operator=() + addChild() + loadFont() + use() + removeChild() + write() + unuse() + strWidth() + setMasterOffset() + setBool() + addMasterOffset() + setInt() + strHeight() + setFloat() + setWinSize() + getMasterPos() + getMasterRealPos() + getShader() + setDouble() + getShader() + getMasterSize() and 18 more... getMasterOffset() _update() _draw() updateTotalMasterSize() # ABaseMasterUI() #_rectShader #_textRender #_master #_imgShader ABaseUI _enabled _selected _pos # # _z _posOffset # # _size # _color _value _selectedColor # _selectedColorText and 28 more... # _isInit # _allUI #_winSize # _projection # _rectVao # _rectVbo _rectVertices # # _imgVao # _imgVbo # _imgVert _imgVertices and 8 more... + ABaseUI() + ABaseUI() + ~ABaseUI() + operator=() + update() + draw() + addButtonRightListener() + addButtonLeftListener() + addButtonLeftValueListener() + setKeyRightClickScancode() and 46 more... + init() + destroy() + staticUpdate() + setWinSize() + loadFont() + strWidth() + strWidth() + strHeight() + strHeight() + showHelp() and 6 more. #ABaseUI() # _drawRect() # _drawBorderRect() # _drawText() # _loadImg() # _unloadImg() # _drawImg() _update() _draw() # _resizeWin()