ABaseUI # _enabled # _selected #_pos # _z #_posOffset # size # _color #_value #_selectedColor #_selectedColorText and 29 more... # isInit #_allUI #_winSize # _projection # _rectSha # _rectVao # _rectVbo _rectShader # _rectVertices #_textRender #_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() #_drawTeet() #_drawBorderRect() #_drawText() #_loadImg() #_unloadImg() # _drawImg() #_update() # _draw() # _resizeWin() Δ **ABaseMasterUI** # _masterPadding # _masterOffset # _masterMinPos # _masterMaxPos # _masterTotalSize # childUI + ABaseMasterUI() + ABaseMasterUI() + ~ABaseMasterUI() + operator=() + addChild() + removeChild() + setMasterOffset() + addMasterOffset() + getMasterPos() + getMasterRealPos() + getMasterSize() + getMasterOffset() _update() draw() _updateTotalMasterSize() # ABaseMasterUI() ScrollbarUI scrollbarSize # scrollbarColor # _mouseScrollSpeed # _vertScroll # vertScrollHide # _vertScrollInverted #_vertScrollbarPos # vertScrollBarDrawSize #_isVertScrollClicked #_horizScroll EmptyMasterUI # horizScrollHide # _horizScrollInverted # horizScrollbarPos # horizScrollBarDrawSize + EmptyMasterUI() # isHorizScrollClicked + EmptyMasterUI() + ~EmptyMasterUI() + ScrollbarUI() + operator=() + ScrollbarUI() # _update() # _draw() + ~ScrollbarUI() + operator=() # EmptyMasterUI() + enableVertScroll() + enableHorizScroll() + setScrollbarSize() + setScrollbarSpeed() + invertVertScroll() + invertHorizScroll() + getMasterPos() + getMasterRealPos() + getMasterSize()

_update()

_draw() # ScrollbarUI()

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