

ui.TermGUI.createScene



```
graph LR; A[ui.TermGUI.createScene] --> B[ui.UIElements.MainLayout.setCommandHandler]
```

A diagram showing a call from `ui.TermGUI.createScene` to `ui.UIElements.MainLayout.setCommandHandler`. The first box is gray and the second is white, both with black borders. A blue arrow points from the right side of the first box to the left side of the second box.

ui.UIElements.MainLayout.set
CommandHandler