

GameMenuScreen::setDefault
AILevelButtonsFocus



```
graph LR; A[GameMenuScreen::setDefaultAILevelButtonsFocus] --> B[ActiveScreen::getButtons]
```

A diagram showing a call from the function GameMenuScreen::setDefaultAILevelButtonsFocus to the function ActiveScreen::getButtons. The first function is in a grey box, and the second is in a white box, connected by a blue arrow.

ActiveScreen::getButtons