

GameMenuScreen::worker



```
graph LR; A[GameMenuScreen::worker] --> B[GameMenuScreen::setOtherButtonsInactive]
```

A diagram showing a call from the `GameMenuScreen::worker` function to the `GameMenuScreen::setOtherButtonsInactive` function. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the first box to the second box.

GameMenuScreen::setOther
ButtonsInactive