


Button::setButtonUnfocus



```
graph LR; A[Button::setButtonUnfocus] --> B[Button::setIsFocus]
```

A diagram showing a call from the method Button::setButtonUnfocus to the method Button::setIsFocus. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

Button::setIsFocus