classes.TextBox.TextBox

m __init__(self, game)

m enter_player_name(self, x, y, font_size=None, title=None)

m enter_file_name(self, x, y, font_size=None, title=None)

m enter_user_selected_input(self)

---

f pos_y

f game

f pos_x

f font_size

f limit_text_len

f selected_value

f text

f title

f font_name