HideableChat
__init__
draw
click
get_text_height
get_text_width

RightClickMenu
__init__
right_click
left_click
draw

Button init draw click hover move release release other update update making changes animate change border color move while true

InputTextBox init copying cutting pasting deleting adding to string draw mouse update click mouse drag release get text height get text width

Global button1 action button2 action button3 action button4 action redrawWindow game main loop game handle keys menu_screen main