game.gui.screens.screen. Screen.get state game.gui.widget.Widget.get state game.world.map\_manager.Map.get state game.gui.button.Button.is hovering over game.gui.button.Button.draw game.gui.checkbox.Checkbox.is hovering over game.gui.horizontal slider.HorizontalSlider.is hovering over game.gui.inputbox.InputBox.is hovering over game.gui.nametag.NameTag.is hovering over