

game.gui.button.Button.draw

game.gui.checkbox.Checkbox.events

game.gui.inputbox.InputBox.events

game.gui.horizontal
_slider.HorizontalSlider.events

game.gui.checkbox.Checkbox.is
_hovering_over

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graph LR; A[game.gui.button.Button.draw] --> D[game.gui.checkbox.Checkbox.is_hovering_over]; B[game.gui.checkbox.Checkbox.events] --> D; C[game.gui.inputbox.InputBox.events] --> D; E[game.gui.horizontal_slider.HorizontalSlider.events] --> D;
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