

game.gui.horizontal
_slider.HorizontalSlider.draw

game.gui.horizontal
_slider.HorizontalSlider.events

game.gui.horizontal
_slider.HorizontalSlider.is
_hovering_over_button

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graph LR; A["game.gui.horizontal_slider.HorizontalSlider.draw"] --> C["game.gui.horizontal_slider.HorizontalSlider.is_hovering_over_button"]; B["game.gui.horizontal_slider.HorizontalSlider.events"] --> C;
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The diagram consists of three rectangular boxes. On the left, there are two white boxes with black borders, one above the other. On the right, there is a single gray box with a black border. Two blue arrows originate from the right side of the top white box and the right side of the bottom white box, both pointing towards the left side of the gray box.