game.gui.label.Label.center _horizontally game.gui.nametag.NameTag.center _with_offset game.gui.hotbar.Hotbar.center game.gui.progress_bar.Progress Bar.center_horizontally game.gui.button.Button.center _with_offset game.gui.button.Button.center game.gui.button.Button.center _horizontally game.gui.nametag.NameTag.center game.gui.hotbar.Hotbar.center _with_offset game.gui.checkbox.Checkbox.center _horizontally game.gui.inputbox.InputBox.center game.gui.inputbox.InputBox.center _with_offset game.gui.label.Label.center game.gui.horizontal _slider.HorizontalSlider.center _horizontally game.gui.label.Label.center _with_offset game.gui.checkbox.Checkbox.center game.gui.horizontal _slider.HorizontalSlider.center game.gui.progress_bar.Progress Bar.center_with_offset game.gui.progress_bar.Progress Bar.center game.gui.checkbox.Checkbox.center _with_offset game.gui.horizontal _slider.HorizontalSlider.center _with_offset game.gui.horizontal _slider.HorizontalSlider.center _vertically game.gui.progress_bar.Progress Bar.center_vertically game.gui.progress_bar.Progress Bar.refresh game.gui.checkbox.Checkbox.center _vertically game.gui.checkbox.Checkbox.refresh game.gui.label.Label.set_x game.gui.label.Label.set_y game.gui.checkbox.Checkbox.update game.gui.horizontal _slider.HorizontalSlider.update game.gui.label.Label.update game.client.connection.Connection.start game.gui.nametag.NameTag.update game.gui.progress_bar.Progress Bar.update game.gui.button.Button.update