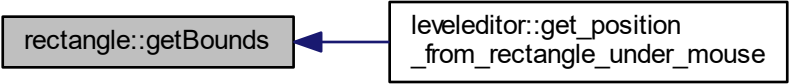


rectangle::getBounds

leveleditor::get_position
_from_rectangle_under_mouse



```
graph LR; A[leveleditor::get_position_from_rectangle_under_mouse] --> B[rectangle::getBounds];
```

A diagram showing a call from the function `leveleditor::get_position_from_rectangle_under_mouse` to the function `rectangle::getBounds`. The call is represented by a blue arrow pointing from the right box to the left box.