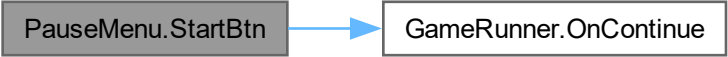


PauseMenu.StartBtn



```
graph LR; A[PauseMenu.StartBtn] --> B[GameRunner.OnContinue]
```

A diagram showing a call from `PauseMenu.StartBtn` to `GameRunner.OnContinue`. The first box is gray and the second is white, connected by a blue arrow.

GameRunner.OnContinue