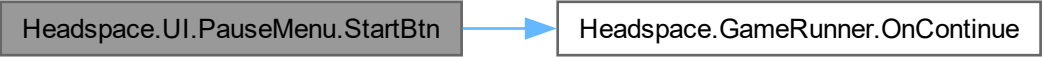


Headspace.UI.PauseMenu.StartBtn



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

A diagram showing a call from the `Headspace.UI.PauseMenu.StartBtn` to the `Headspace.GameRunner.OnContinue` method. The source is in a grey box and the target is in a white box, connected by a blue arrow.

Headspace.GameRunner.OnContinue