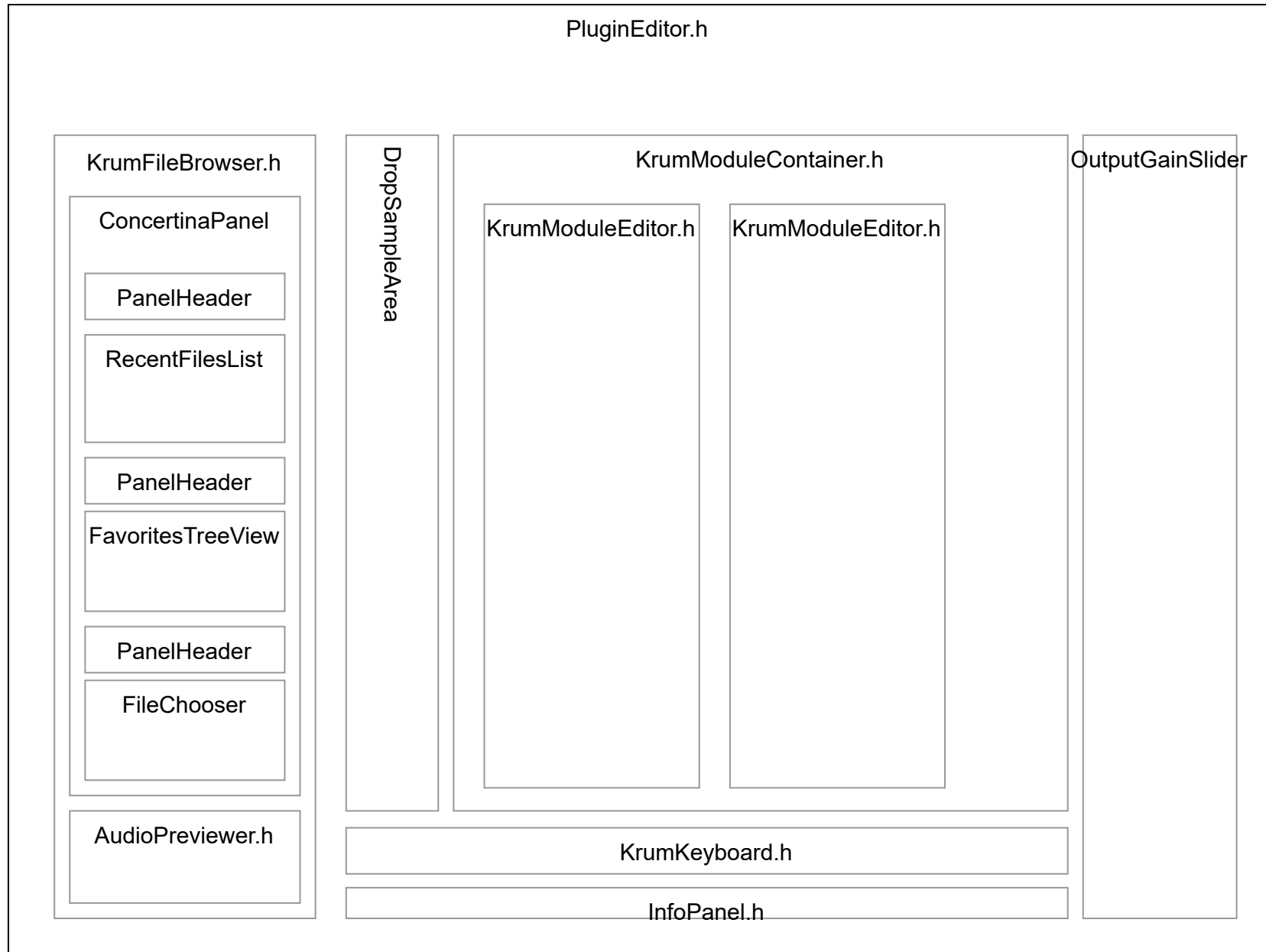
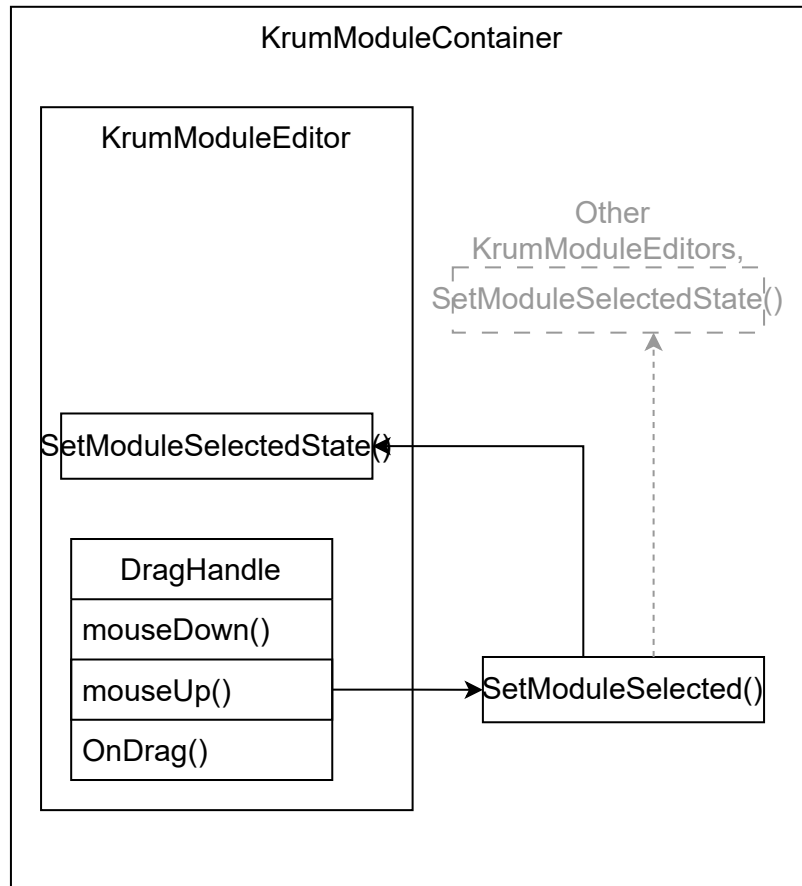


## UI Ownership Diagram

".h" denotes it is a class with it's own .h file. If no ".h" is present, the class is a sub-class and is defined in the parent .h file.





## UI Callback

In this example, DragHandle is a Button on a KrumModuleEditor. When the user clicks the button, we call the KrumModuleContainer before changing the state of the module. This is to allow the KrumModuleContainer to make changes to other KrumModuleEditors if needed.

For example, when the user holds "Shift" and selects a module, we don't want the previously selected modules to deselect.