MonoBehaviour	UnityEngine::EventSystems ::IPointerEnterHandler	UnityEngine::EventSystems ::IPointerClickHandler	UnityEngine::EventSystems	UnityEngine::EventSystems	UnityEngine::EventSystems						
	iPointerEnternandier	IPOITILE! CITCK Handler	::IPointerExitHandler	::IPointerDownHandler	::IPointerUpHandler						
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		7	7	/ /							
			/								
			gui.EventEnabled								
		- m_callbacks + Callback()									
		+ EventEnabled	10								
+ AddOnPointerClickCallback()											
+ AddOnPointerEnterCallback() + AddOnPointerExitCallback() + AddOnPointerDownCallback() + AddOnPointerUpCallback()											
								+ OnPointerClid	ck()		
						+ OnPointerEnter() + OnPointerExit() + OnPointerDown() + OnPointerUp()					
lack lac											
usea.graphics.gui.InteractableGui											
		usea.graphics.gui.Button	usea.graphics.gui.Interactable								
	+ boxColour										
		+ textColour									
		+ Awake()	+ AddOnValueChangedCallback()							
		- SetColourListeners()	# _OnValueChange()								