MonoBehaviour	UnityEngine::EventSystems ::IPointerEnterHandler	UnityEngine::EventSystems ::IPointerClickHandler	UnityEngine::EventSystems ::IPointerExitHandler	UnityEngine::EventSystems ::IPointerDownHandler	UnityEngine::EventSystems ::IPointerUpHandler
	usea.graphics.g - m_boxColour - m_textColour - m_image - m_text - m_isCursorOn + Awake() + SetTooltip() + Awake() + SetTooltip() - SetColourListe - SetColourListe	usea.graphics.g - m_callbacks + AddOnPointe + AddOnPointe + AddOnPointe + AddOnPointe + OnPointerCli + OnPointerEx + OnPointerUp gui.Button usea.graphics.g	gui.EventEnabled erClickCallback() erEnterCallback() erDownCallback() erUpCallback() ck() iter() it() own() usea.grap - m_bacl - m_cent - m_stat + Awaket + SetOn0 + SetOff0 + SetOff0 + SetToo - SetIniti - Update - SetIniti	chics.gui.Toggle kgroundColour terColour kgroundImage terImage terImage () Callback() Callback() Callback() Callback() Callback() Callback()	::IPointerUpHandler
		GuiW	.gui.Interactable ithValue ChangedCallback()		

_OnValueChange()