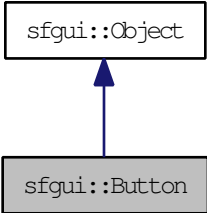


`sfgui::Object`



```
graph BT; Button[sfgui::Button] --> Object[sfgui::Object];
```

`sfgui::Button`