

Gui Element

- Abstract – This element cannot be used directly, it only serves as a base type.

Distinct Properties

id	Unique string identifier used to reference this element.
z	This element's Z-Index/display order.
rect (ReadOnly)	Calculation of this element's rectangular bounds compared to the window.
x_pos	This element's position along the x-axis (left-to-right).
y_pos	This element's position along the y-axis (top-to-bottom).
width	This element's width (left-to-right).
height	This element's height (top-to-bottom).

Distinct Events

Note: The **shown_rect** prefix implies that the event will only fire when the mouse is over a location on the rect which is being rendered.

mouse_over_rect	Fires for every frame where the mouse is on or inside of this element's rect.
mouse_over_shown_rect	
mouse_enter_rect	Fires on the first frame of the mouse being on or inside of this element's rect.
mouse_enter_shown_rect	
mouse_enter_shown_rect	Fires on the first frame of the mouse being on or inside of this element's rect.
mouse_leave_rect	Fires on the first frame where the mouse is outside of this element's rect subsequent to being in or on the element's rect during the previous frame.
mouse_leave_shown_rect	