


GameMakerGUI::ShowDebugWindow



```
graph LR; A[GameMakerGUI::ShowDebugWindow] --> B[Component::ComponentTypeName]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box has a gray background and a dark gray border, containing the text 'GameMakerGUI::ShowDebugWindow'. The right box has a white background and a dark gray border, containing the text 'Component::ComponentTypeName'.

Component::ComponentTypeName