

com.fouram.nurumikeyboard.
NurumiIME.MKeyboardView.checkDirection



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graph LR; A[com.fouram.nurumikeyboard.  
NurumiIME.MKeyboardView.checkDirection] --> B[com.fouram.nurumikeyboard.  
NurumiIME.MKeyboardView.checkTouched  
Circle];
```

com.fouram.nurumikeyboard.
NurumiIME.MKeyboardView.checkTouched
Circle