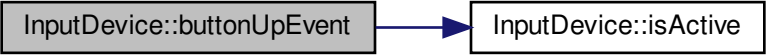


InputDevice::buttonUpEvent



```
graph LR; A[InputDevice::buttonUpEvent] --> B[InputDevice::isActive]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'InputDevice::buttonUpEvent'. The right box is white and contains the text 'InputDevice::isActive'. A blue arrow points from the right side of the gray box to the left side of the white box.

InputDevice::isActive