

ch.innovazion.arionide.ui.
OpenGLContext.keyReleased



```
graph LR; A[ch.innovazion.arionide.ui.  
OpenGLContext.keyReleased] --> B[ch.innovazion.arionide.events.dispatching.  
IEventDispatcher.fire]
```

ch.innovazion.arionide.events.dispatching.
IEventDispatcher.fire