

ch.innovazion.arionide.ui.  
OpenGLContext.mouseClicked

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

The diagram illustrates a sequence of method calls. A central box on the left, representing the `mouseClicked` method, has two arrows pointing to the right. The top arrow points to a box representing the `fire` method of the `IEventDispatcher` interface. The bottom arrow points to a box representing the `getEventOrigin` method of the `OpenGLContext` class.

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IEventDispatcher.fire

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OpenGLContext.getEventOrigin