

RhythmSystemEntities.ECS.
Aspect.NoteAspect.WithinJudgeRangeCheck

```
graph LR; A["RhythmSystemEntities.ECS.  
Aspect.NoteAspect.WithinJudgeRangeCheck"] --> B["RhythmSystemEntities.ECS.  
Aspect.NoteAspect.GetJudgeOffsetSec"]; A --> C["RhythmSystemEntities.ECS.  
Aspect.NoteAspect.GetPlayerInput  
OffsetSec"]
```

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Aspect.NoteAspect.GetJudgeOffsetSec

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