

window/inc/events/CharMods
Event.h

```
graph BT; A["window/inc/api/opengl/OpenGLWindowApiEvents.inl"] --> B["window/inc/events/CharModsEvent.h"]; C["window/inc/api/opengl/OpenGLWindowApi.inl"] --> A;
```

window/inc/api/opengl
/OpenGLWindowApiEvents.inl

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/OpenGLWindowApi.inl