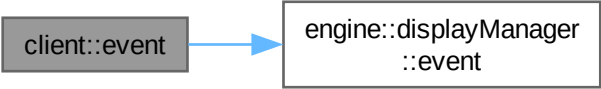


client::event



```
graph LR; A[client::event] --> B[engine::displayManager::event]
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text 'client::event'. A blue arrow points from the right side of this box to the left side of a larger white rectangular box on the right. This white box contains the text 'engine::displayManager' on the top line and '::event' on the bottom line. Both boxes have a thin black border.

engine::displayManager  
::event