

IsActionActivated



```
graph LR; A[IsActionActivated] --> B[Game::GetInstance]
```

A diagram showing a call from the `IsActionActivated` function to the `Game::GetInstance` function. The `IsActionActivated` box is shaded gray, and the `Game::GetInstance` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

Game::GetInstance