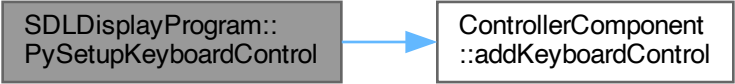


SDLDisplayProgram::
PySetupKeyboardControl



```
graph LR; A[SDLDisplayProgram::PySetupKeyboardControl] --> B[ControllerComponent::addKeyboardControl]
```

ControllerComponent
::addKeyboardControl