

next_frame_joueur



```
graph LR; A[next_frame_joueur] --> B[appliquer_coord_rect];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a red border and contains the text 'next_frame_joueur'. The right box is gray with a black border and contains the text 'appliquer_coord_rect'. A dark blue arrow points from the right side of the first box to the left side of the second box.

appliquer_coord_rect