

Player::handleRealtimeInput



```
graph LR; A[Player::handleRealtimeInput] --> B[CommandQueue::push]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Player::handleRealtimeInput'. The right box is white and contains the text 'CommandQueue::push'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

CommandQueue::push