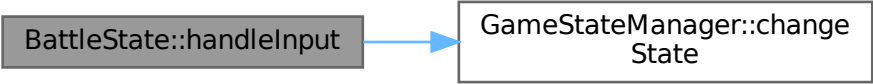


BattleState::handleInput



```
graph LR; A[BattleState::handleInput] --> B[GameStateManager::changeState]
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "BattleState::handleInput". A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text "GameStateManager::change" on the top line and "State" on the bottom line.

GameStateManager::change
State