

mouseMoved



```
graph LR; A[mouseMoved] --> B[a.survival.game.Interfaccia.mouse Moved];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is gray with a black border and contains the text 'mouseMoved'. The right box is white with a black border and contains the text 'a.survival.game.Interfaccia.mouse Moved' on two lines. A blue arrow points from the right side of the gray box to the left side of the white box.

a.survival.game.Interfaccia.mouse
Moved