

Game::processMouseRelease



```
graph LR; A[Game::processMouseRelease] --> B[ToolBar::changeMode]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow. The left box is filled with a dark gray color and contains the text 'Game::processMouseRelease'. The right box is white with a black border and contains the text 'ToolBar::changeMode'. The blue arrow points from the right side of the gray box to the left side of the white box.

ToolBar::changeMode