

IInputManager

```
graph BT; A[TriDevs.TriEngine2D.Input.InputManager] --> B[IInputManager];
```

A UML diagram illustrating an inheritance relationship. At the bottom is a gray rectangular box containing the text "TriDevs.TriEngine2D.Input.InputManager". A vertical blue line with a triangular arrowhead points upwards from this box to a white rectangular box at the top containing the text "IInputManager".

TriDevs.TriEngine2D.Input.
InputManager