

joystick\_button\_down

keyDown

stopper\_mouvement\_joueurs

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graph LR; A[joystick_button_down] --> C[stopper_mouvement_joueurs]; B[keyDown] --> C;
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The diagram illustrates a flow where two input events, 'joystick\_button\_down' and 'keyDown', both trigger the 'stopper\_mouvement\_joueurs' process. The inputs are shown in white boxes with red borders, while the target process is in a gray box with a black border. Blue arrows indicate the direction of the flow from the inputs to the process.