

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 logic flow where two distinct input events, 'joystick_button_down' and 'keyDown', both trigger the same output function, 'stopper_mouvement_joueurs'. The inputs are represented by white boxes with red borders, while the output is a gray box with a black border. Blue arrows indicate the direction of the flow from each input to the output.