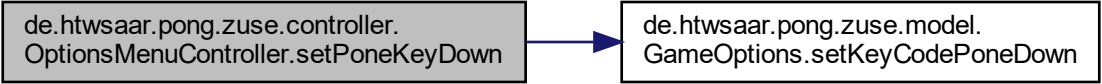


de.htwsaar.pong.zuse.controller.
OptionsMenuController.setPoneKeyDown



```
graph LR; A[de.htwsaar.pong.zuse.controller.  
OptionsMenuController.setPoneKeyDown] --> B[de.htwsaar.pong.zuse.model.  
GameOptions.setKeyCodePoneDown]
```

A diagram showing a call from the OptionsMenuController to the GameOptions class. A grey box on the left contains the text 'de.htwsaar.pong.zuse.controller.OptionsMenuController.setPoneKeyDown'. A blue arrow points from this box to a white box on the right, which contains the text 'de.htwsaar.pong.zuse.model.GameOptions.setKeyCodePoneDown'.

de.htwsaar.pong.zuse.model.
GameOptions.setKeyCodePoneDown