

InputManager::CheckKey



```
graph LR; A[InputManager::CheckKey] --> B[InputManager::CheckMouse ButtonUp]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'InputManager::CheckKey'. The right box is gray with a black border and contains the text 'InputManager::CheckMouse' on the top line and 'ButtonUp' on the bottom line. A blue arrow points from the right side of the left box to the left side of the right box.

InputManager::CheckMouse
ButtonUp