

com.quillraven.game.core.input.  
InputManager.keyDown

com.quillraven.game.core.ui.  
HUD.touchDown

com.quillraven.game.core.input.  
InputManager.notifyKeyDown

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graph LR; A[com.quillraven.game.core.input.InputManager.keyDown] --> C[com.quillraven.game.core.input.InputManager.notifyKeyDown]; B[com.quillraven.game.core.ui.HUD.touchDown] --> C;
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The diagram illustrates a method call flow. Two source methods, 'com.quillraven.game.core.input.InputManager.keyDown' and 'com.quillraven.game.core.ui.HUD.touchDown', are shown on the left. Arrows from both point to a single target method, 'com.quillraven.game.core.input.InputManager.notifyKeyDown', which is highlighted in a gray box on the right.