

crf : crfPipe

1: frameStart(frameID:uint32\_t, frameNumber:uint32\_t) : void

1.1: convertEqEventsToOsg() : void

loop : eventQueue.size() >0

opt

[event.type = KEYPRESS]

1.1.1: convertKeyPressEvents(event) : void

opt

[event.type = KEYRELEASE]

1.1.2: convertKeyReleaseEvents(event) : void

opt

[event.type = MOUSEEVENT]

1.1.3: convertMouseEvent(event) : void

1.2: updateSceneGraph() : void