```
PluggableButtonMorph(Morph)>>handleKeyDown:
KeyboardEvent>>sentTo:
PluggableButtonMorph(Morph)>>handleEvent:
PluggableButtonMorph(Morph)>>handleFocusEvent:
[
ActiveHand := self.
ActiveEvent := anEvent.
result := focusHolder handleFocusEvent: (anEvent
transformedBy: (focusHolder transformedFrom: self)) ] in
HandMorph>>sendFocusEvent:to:clear:
BlockClosure>>on:do:
WorldMorph(PasteUpMorph)>>becomeActiveDuring:
HandMorph>>sendFocusEvent:to:clear:
HandMorph>>sendEvent:focus:clear:
HandMorph>>sendKeyboardEvent:
HandMorph>>handleEvent:
HandMorph>>processEvents
[ :h |
ActiveHand := h.
h processEvents.
ActiveHand := nil ] in WorldState>>doOneCycleNowFor:
Array(SequenceableCollection)>>do:
WorldState>>handsDo:
WorldState>>doOneCycleNowFor:
WorldState>>doOneCycleFor:
WorldMorph>>doOneCycle
[
World doOneCycle.
Processor yield.
false ] in MorphicUIManager>>spawnNewProcess
[
self value.
Processor terminateActive ] in BlockClosure>>newProcess
```