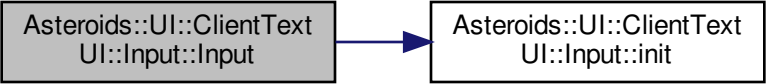


Asteroids::UI::ClientText
UI::Input::Input



```
graph LR; A["Asteroids::UI::ClientText<br/>UI::Input::Input"] --> B["Asteroids::UI::ClientText<br/>UI::Input::init"]
```

Asteroids::UI::ClientText
UI::Input::init