

RythmController.LeaveTrigger

```
graph LR; A[RythmController.LeaveTrigger] --> B[RythmController.DestroyPressable]; A --> C[RythmController.Miss];
```

The diagram illustrates a flow from a single source to two destinations. On the left, a gray rectangular box contains the text 'RythmController.LeaveTrigger'. Two blue arrows originate from the right side of this box. The upper arrow points diagonally upwards and to the right, terminating at a white rectangular box with a black border containing the text 'RythmController.DestroyPressable'. The lower arrow points diagonally downwards and to the right, terminating at another white rectangular box with a black border containing the text 'RythmController.Miss'.

RythmController.DestroyPressable

RythmController.Miss