

Headspace.Players.Player
Manager.ToggleActiveCursor

```
graph LR; A[Headspace.Players.PlayerManager.ToggleActiveCursor] --> B[Headspace.GlobalStateRunner.ToggleMapButton]; A --> C[Headspace.GlobalStateRunner.ToggleRayCast];
```

The diagram illustrates a call from the `Headspace.Players.PlayerManager.ToggleActiveCursor` method to two methods in the `Headspace.GlobalStateRunner` class: `ToggleMapButton` and `ToggleRayCast`. The source method is highlighted in a grey box, while the target methods are in white boxes. Blue arrows indicate the direction of the call.

Headspace.GlobalStateRunner.
ToggleMapButton

Headspace.GlobalStateRunner.
ToggleRayCast