

Headspace.Caseboard.Caseboard
InputHandler.P1DrawMode

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graph LR; A[Headspace.Caseboard.Caseboard InputHandler.P1DrawMode] --> B[Headspace.Caseboard.Caseboard InputHandler.ResetDraw]; A --> C[Headspace.Caseboard.Caseboard InputHandler.SetDrawCursor];
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Headspace.Caseboard.Caseboard
InputHandler.ResetDraw

Headspace.Caseboard.Caseboard
InputHandler.SetDrawCursor