

Headspace.Caseboard.Caseboard
InputHandler.ResetDrawMode

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

The diagram illustrates a method call sequence. A gray box on the left, labeled 'Headspace.Caseboard.Caseboard InputHandler.ResetDrawMode', has two blue arrows pointing to two white boxes on the right. The top white box is labeled 'Headspace.Caseboard.Caseboard InputHandler.ResetDraw', and the bottom white box is labeled 'Headspace.Caseboard.Caseboard InputHandler.SetDrawCursor'.

Headspace.Caseboard.Caseboard
InputHandler.ResetDraw

Headspace.Caseboard.Caseboard
InputHandler.SetDrawCursor