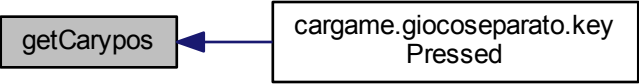


getCarypos

cargame.giocoseparato.key  
Pressed



```
graph RL; A[cargame.giocoseparato.key Pressed] --> B[getCarypos];
```

The diagram illustrates a call to the `getCarypos` function. A blue arrow points from a box on the right to a gray box on the left. The right box contains the text `cargame.giocoseparato.key` followed by `Pressed` on a new line. The left box contains the text `getCarypos`.