

KeyboardControlFork



```
graph LR; A[KeyboardControlFork] --> B[KeymapThread]
```

A diagram showing a relationship between two components. On the left is a gray rectangular box with a black border containing the text 'KeyboardControlFork'. A blue arrow points from the right side of this box to a white rectangular box with a black border on the right, which contains the text 'KeymapThread'.

KeymapThread