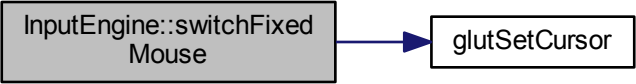


InputEngine::switchFixed  
Mouse



```
graph LR; A[InputEngine::switchFixed Mouse] --> B[glutSetCursor]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'InputEngine::switchFixed' on the top line and 'Mouse' on the bottom line. The right box is white with a black border and contains the text 'glutSetCursor'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

glutSetCursor