

InputEngine::setMouseFixed

GameEngine::start

main

```
graph RL; main --> GameEngine::start; GameEngine::start --> InputEngine::setMouseFixed;
```

The diagram illustrates a call graph with three nodes arranged horizontally from right to left. The rightmost node is labeled 'main'. A blue arrow points from 'main' to the middle node, labeled 'GameEngine::start'. Another blue arrow points from 'GameEngine::start' to the leftmost node, labeled 'InputEngine::setMouseFixed'. The 'InputEngine::setMouseFixed' node is shaded gray, while the other two are white.