

input_manager::IsPressed



```
graph LR; A[input_manager::IsPressed] --> B[input_manager::IsKeyBoardPressed];
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is white with a black border and contains the text 'input_manager::IsPressed'. The right box is gray with a black border and contains the text 'input_manager::IsKeyBoard' on the top line and 'Pressed' on the bottom line.

input_manager::IsKeyBoard
Pressed