


Input::Input



```
graph LR; A[Input::Input] --> B[Input::unset_input_mode]
```

A diagram showing a call to the `unset_input_mode` method. On the left, a gray rectangular box contains the text `Input::Input`. A blue arrow points from this box to a white rectangular box on the right, which contains the text `Input::unset_input_mode`. Both boxes have a thin black border.

Input::unset_input_mode