

e2XD::framework::Input  
::isWindowResized



```
graph LR; A[e2XD::framework::Input  
::isWindowResized] --> B[e2XD::framework::InputHandler  
::isWindowResized];
```

A diagram showing a call from a function in the Input module to a function in the InputHandler module. A blue arrow points from the left box to the right box.

e2XD::framework::InputHandler  
::isWindowResized