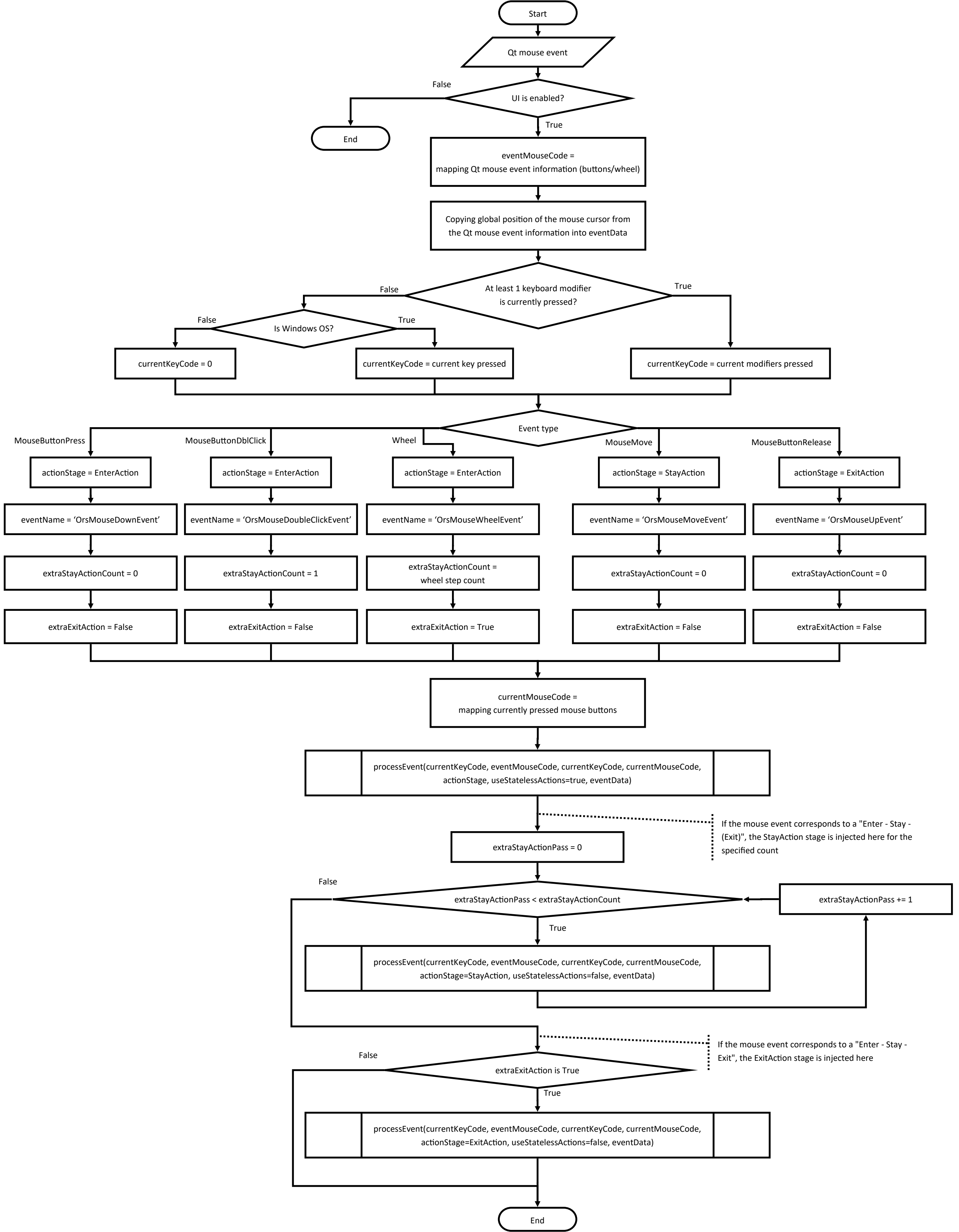
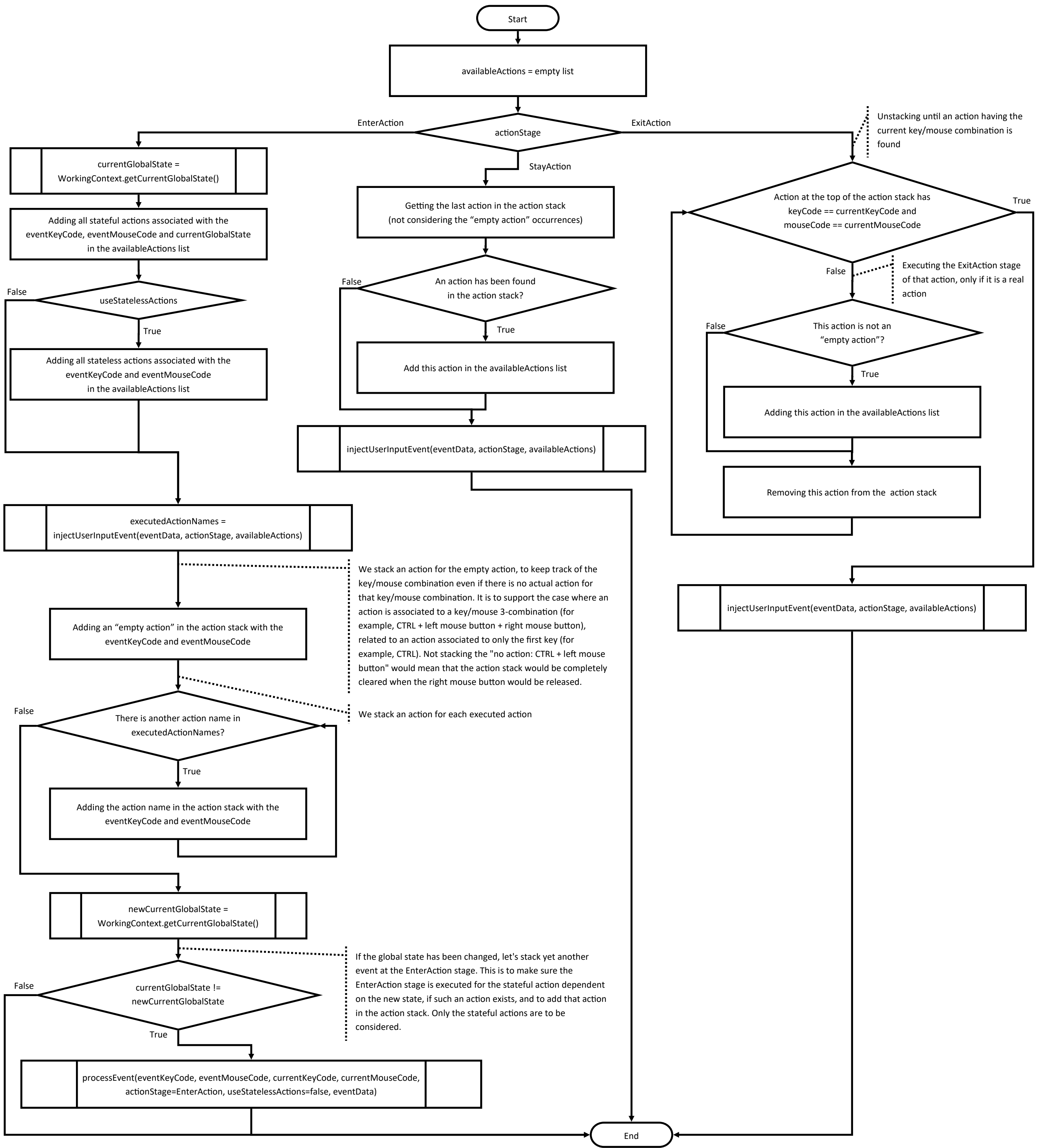


Mouse event
(CUserController::analyzeMouseMove(event))



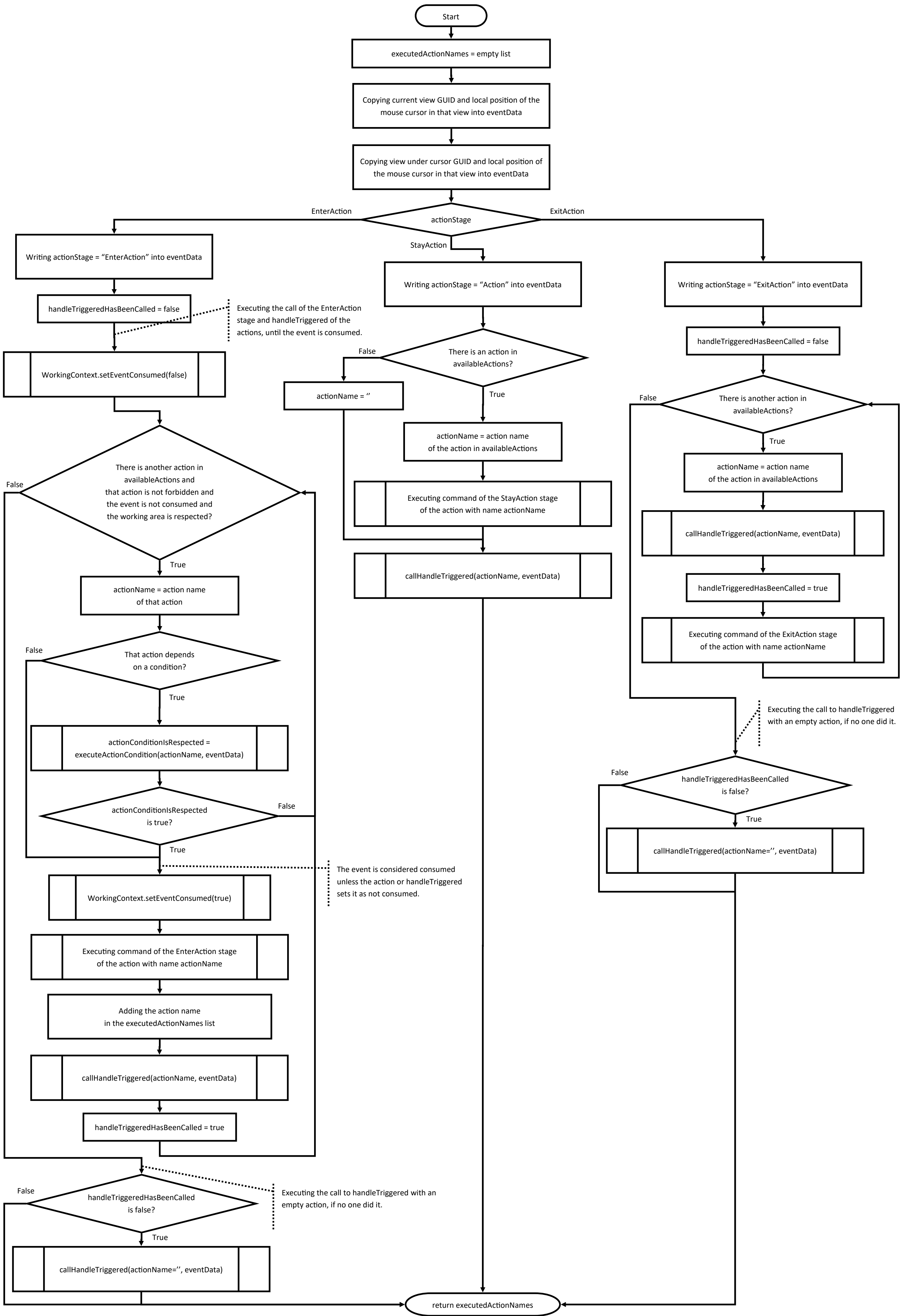
Process event

(UserController::processEvent(eventKeyCode, eventMouseCode, currentKeyCode, currentMouseCode, actionStage, useStatelessActions, eventData))



Inject user input event

(executedActionNames = WorkingContext::injectUserInputEvent(eventData, actionStage, availableActions))



Call handleTriggered

(WorkingContext::triggerHandleTriggered(actionName, eventData))

