## sf::NonCopyable

# NonCopyable()
# ~NonCopyable()
- NonCopyable()
- operator=()

## sf::priv::JoystickState

+ connected
+ axes
+ buttons

+ JoystickState()

## sf::Vector3< float >

+ x
+ y
+ z

+ Vector3()
+ Vector3()
+ Vector3()
+ Vector3()
+ Vector3()
+ Vector3()

-m_joystickStates  -m_sensorValue

## sf::priv::WindowImpl

- m_events
- m_joystickThreshold
- m_previousAxes

+ ~WindowImpl()
+ setJoystickThreshold()
+ popEvent()
+ getSystemHandle()
+ getPosition()
+ setPosition()
+ getSize()
+ setSize()
+ setTitle()
+ setIcon()
+ setVisible()
+ setMouseCursorVisible()
+ setMouseCursorGrabbed()
+ setMouseCursor()
+ setKeyRepeatEnabled()
+ requestFocus()
+ hasFocus()
+ createVulkanSurface()
+ create()
+ create()
# WindowImpl()
# pushEvent()
# processEvents()
- processJoystickEvents()
- processSensorEvents()