```
sf::priv::SensorImpl
- m sensor
- m index
- m sensor
- m enabled
+ open()
+ close()
+ update()
+ setEnabled()
+ open()
+ close()
+ update()
+ setEnabled()
+ open()
+ close()
                                sf::Vector3< float >
+ update()
+ setEnabled()
                                + x
+ open()
                                + y
+ close()
                                + z
+ update()
+ setEnabled()
                                + Vector3()
                                + Vector3()
+ open()
+ close()
                                + Vector3()
+ update()
                                + Vector3()
+ setEnabled()
                                + Vector3()
                                + Vector3()
+ initialize()
+ cleanup()
+ isAvailable()
getDefaultSensor()
processSensorEvents()
                                   +value
                         +sensor
               sf::priv::SensorManager
                        ::Item
               + available
               + enabled
```