Here should be listed all the possible key codes, but I don't have time nor desire to write them all

«enumeration»
MouseCode

Button0
Button1
Button2
Button3
Button4
Button5
Button6
Button7
ButtonLast
ButtonLeft
ButtonRight
ButtonMiddle

«uses»

Input

+GamepadCount: int = 16 {readOnly}
+GamepadInvalid: int = -1 {readOnly}
#s_instance: Input
#m_GamepadSlots: int[]
#m_CurrentEmptySlot: int = 0

#Input()
+IsKeyPressed(keycode: KeyCode): boolean
+IsMouseButtonPressed(button: MouseCode): boolean
+GetMousePosition(): (int, int)
+GetMouseX(): float
+GetMouseY(): float
+GetAvailableGamepads(): int[]
+GetGamepadAxisOffset(id: int, axis: GamepadAxisCode): (float, float)
+GetGamepadAxisXOffset(id: int, axis: GamepadAxisCode): float
+GetGamepadAxisYOffset(id: int, axis: GamepadAxisCode): float
+IsGamepadButtonPressed(id: int, button: MouseCode): boolean
#IsKeyPressedImpl(keycode: KeyCode): boolean
#IsMouseButtonPressedImpl(button: MouseCode): boolean
#GetMousePositionImpl(): (int, int)
#GetMouseXImpl(): float
#GetMouseYImpl(): float
#GetGamepadAxisOffsetImpl(id: int, axis: GamepadAxisCode): (float, float)
#GetGamepadAxisXOffsetImpl(id: int, axis: GamepadAxisCode): float
#GetGamepadAxisYOffsetImpl(id: int, axis: GamepadAxisCode): float
#IsGamepadButtonPressedImpl(id: int, button: MouseCode): boolean
#AddGamepad(id: int)
#RemoveGamepad(id: int)
#GetCurrentEmptySlot(): int

«uses»

«enumeration»
KeyCode

«uses»

«uses»

«uses»

«enumeration»
GamepadButtonCode

ButtonA
ButtonB
ButtonX
ButtonY
ButtonLeftBumper
ButtonRightBumper
ButtonBack
ButtonStart
ButtonGuide
ButtonLeftThumb
ButtonRightThumb
ButtonDPadUp
ButtonDPadRight
ButtonDPadDown
ButtonDPadLeft
ButtonLast
ButtonCross
ButtonCircle
ButtonCircle
ButtonSquare
ButtonTriangle

«enumeration»
GamepadAxisCode

AxisLeft
AxisRight
AxisLeftTrigger
AxisRightTrigger