Event Manager

The event manager is the central location of all events in the system. Window call backs call the appropriate function in the event manager which dispatches further calls to other functions such as sending input calls to entities, layers, etc.

It also has an update function which is called once per frame which updates all the other various objects such a windows, scenes and entities.

The event manager contains one piece of data, the event data, which contains the offset or change in mouse position from last frame, the time to render the last frame.

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| Function | Description |
| onWindowClose | Called by window callback when window is closed |
| onWindowResize | Called by window callback when window is resized |
| onWindowFocus | Called by window callback when window is focused |
| onWindowLostFocus | Called by window callback when window loses focus |
| onWindowMoved | Called by window callback when window is moved |
| onKeyPressed | Called by window callback or update when key is pressed |
| onKeyReleased | Called by window callback when key is released |
| onKeyTyped | Called by window callback when key is typed |
| onMousePressed | Called by window callback or update when mouse is pressed |
| onMouseReleased | Called by window callback when mouse is released |
| onMouseMoved | Called by window callback when mouse moves |
| onMouseScrolled | Called by window callback when mouse is scrolled |
| onUpdate | Called once per frame by application which updates everything else |
| Enable | Enables the event manager |
| Disable | Disables the event manager |
| getEnabled | Gets whether the event manager is enabled |
| getEventData | Gets the event data |
| printEventData | Prints the event data |