PirateGame::GlobalInputHandler ::getInstance

PirateGame::GlobalInputHandler ::isKeyToggled

PirateGame::GlobalInputHandler ::isMouseButtonPressedOnce

PirateGame::ShipCannonHandler ::setFiringSide

PirateGame::ShipCannonHandler ::setFreeAim

PirateGame::ShipMovement Handler::setStopShipRotationFlag

PirateGame::PlayerShipInput
Handler::handleCannonAim