SFML

* [Main Page](http://docs.google.com/index.htm)
* [Modules](http://docs.google.com/modules.htm)
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* [File List](http://docs.google.com/files.htm)
* [include](http://docs.google.com/dir_f3190241575fd2bd132a392ae6942f4a.htm)
* [SFML](http://docs.google.com/dir_692f376662c82a26cfe4cfa3aceebe24.htm)
* [Window](http://docs.google.com/dir_91aff02cfffdbbdd31d48df547831556.htm)

Mouse.hpp

1

2 //

3 // SFML - Simple and Fast Multimedia Library

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5 //

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22 //

24

25 #ifndef SFML\_MOUSE\_HPP

26 #define SFML\_MOUSE\_HPP

27

29 // Headers

31 #include <SFML/Window/Export.hpp>

32 #include <SFML/System/Vector2.hpp>

33

34

35 namespace sf

36 {

37 class Window;

38

[43](http://docs.google.com/classsf_1_1Mouse.htm) class SFML\_WINDOW\_API [Mouse](http://docs.google.com/classsf_1_1Mouse.htm)

44 {

45 public :

46

[51](http://docs.google.com/classsf_1_1Mouse.htm#a4fb128be433f9aafe66bc0c605daaa90)  enum [Button](http://docs.google.com/classsf_1_1Mouse.htm#a4fb128be433f9aafe66bc0c605daaa90)

52  {

[53](http://docs.google.com/classsf_1_1Mouse.htm#a4fb128be433f9aafe66bc0c605daaa90a8bb4856e1ec7f6b6a8605effdfc0eee8)  [Left](http://docs.google.com/classsf_1_1Mouse.htm#a4fb128be433f9aafe66bc0c605daaa90a8bb4856e1ec7f6b6a8605effdfc0eee8),

[54](http://docs.google.com/classsf_1_1Mouse.htm#a4fb128be433f9aafe66bc0c605daaa90af2cff24ab6c26daf079b11189f982fc4)  [Right](http://docs.google.com/classsf_1_1Mouse.htm#a4fb128be433f9aafe66bc0c605daaa90af2cff24ab6c26daf079b11189f982fc4),

[55](http://docs.google.com/classsf_1_1Mouse.htm#a4fb128be433f9aafe66bc0c605daaa90a2c353189c4b11cf216d7caddafcc609d)  [Middle](http://docs.google.com/classsf_1_1Mouse.htm#a4fb128be433f9aafe66bc0c605daaa90a2c353189c4b11cf216d7caddafcc609d),

[56](http://docs.google.com/classsf_1_1Mouse.htm#a4fb128be433f9aafe66bc0c605daaa90aecc7f3ce9ad6a60b9b0027876446b8d7)  [XButton1](http://docs.google.com/classsf_1_1Mouse.htm#a4fb128be433f9aafe66bc0c605daaa90aecc7f3ce9ad6a60b9b0027876446b8d7),

[57](http://docs.google.com/classsf_1_1Mouse.htm#a4fb128be433f9aafe66bc0c605daaa90a03fa056fd0dd9d629c205d91a8ef1b5a)  [XButton2](http://docs.google.com/classsf_1_1Mouse.htm#a4fb128be433f9aafe66bc0c605daaa90a03fa056fd0dd9d629c205d91a8ef1b5a),

58

[59](http://docs.google.com/classsf_1_1Mouse.htm#a4fb128be433f9aafe66bc0c605daaa90a52a1d434289774240ddaa22496762402)  ButtonCount

60  };

61

70  static bool isButtonPressed(Button button);

71

81  static [Vector2i](http://docs.google.com/classsf_1_1Vector2.htm) getPosition();

82

94  static [Vector2i](http://docs.google.com/classsf_1_1Vector2.htm) getPosition(const [Window](http://docs.google.com/classsf_1_1Window.htm)& relativeTo);

95

105  static void setPosition(const [Vector2i](http://docs.google.com/classsf_1_1Vector2.htm)& position);

106

117  static void setPosition(const [Vector2i](http://docs.google.com/classsf_1_1Vector2.htm)& position, const [Window](http://docs.google.com/classsf_1_1Window.htm)& relativeTo);

118 };

119

120 } // namespace sf

121

122

123 #endif // SFML\_MOUSE\_HPP

124

125

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