```
Gear ·· Event
 + m Handled
 + GetEventType()
 + GetName()
 + GetCategoryFlags()
 + ToString()
 + IsInCategory()
    Gear::KeyEvent
   # m KeyCode
   + GetKeyCode()
   # KeyEvent()
Gear::KeyPressedEvent

    m RepeatCount

+ KeyPressedEvent()
+ GetRepeatCount()
```

+ ToString()