Gear::Input

- s_Instance

+ IsKeyPressd()
+ IsMouseButtonPressed()
+ GetMousePosition()
+ GetMouseX()
+ GetMouseY()
# IsKeyPressedImpl()
# IsMouseButtonPressedImpl()
# GetMousePositionImpl()
# GetMouseXImpl()
# GetMouseYImpl()

Gear::WindowsInput

IsKeyPressedImpl()
IsMouseButtonPressedImpl()
GetMousePositionImpl()
GetMouseXImpl()
GetMouseYImpl()