

## MouseEvent Object extends InputEvent

- `type` string - The type of the event, can be `mouseDown`, `mouseUp`, `mouseenter`, `mouseleave`, `contextMenu`, `mouseWheel` or `mouseMove`.
- `x` Integer
- `y` Integer
- `button` string (optional) - The button pressed, can be `left`, `middle`, `right`.
- `globalX` Integer (optional)
- `globalY` Integer (optional)
- `movementX` Integer (optional)
- `movementY` Integer (optional)
- `clickCount` Integer (optional)