

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)