

ControllerManager

- actionKeyName
- keyDown
- mouseButtonName
- mouseButtonDown
- mousePosX
- mousePosY

- + ControllerManager()
- + ~ControllerManager()
- + Clear()
- + AddActionKey()
- + KeyDown()
- + KeyUp()
- + IsActionActivated()
- + AddMouseButton()
- + MouseButtonDown()
- + MouseButtonUp()
- + IsMouseButtonDown()
- + SetMousePosition()
- + GetMousePosition()