Draft Data Dictionary

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| No. | Name | Type | Definition | Notes |
| 1 | rightMouseClicked | Boolean | True if right mouse clicked | Detects when right mouse button is clicked for view movement |
| 2 | leftMouseClicked | Boolean | True if left mouse clicked | Detects when left mouse button is clicked for interaction. |
| 3 | escKeyClicked | Boolean | True if escape clicked | Used to bring player back to menu |
| 4 | commoMenuButtonClicked | Boolean | True if key that communication rose menu is bound to is clicked | Used to bring up communications rose |
| 5 | leftSteeringPressed | Boolean | True if key that left steering bound to is depressed, true for the duration of time that the key is depressed |  |
| 6 | rightSteeringPressed | Boolean | True if key that right steering bound to is depressed, true for the duration of time that the key is depressed |  |
| 7 | gearUpPressed | Boolean | True if key that gear forward is bound to is pressed, true for the duration of time that the key is depressed. |  |
| 8 | gearDownPressed | Boolean | True if key that gear forward is bound to is pressed, true for the duration of time that the key is depressed. |  |
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