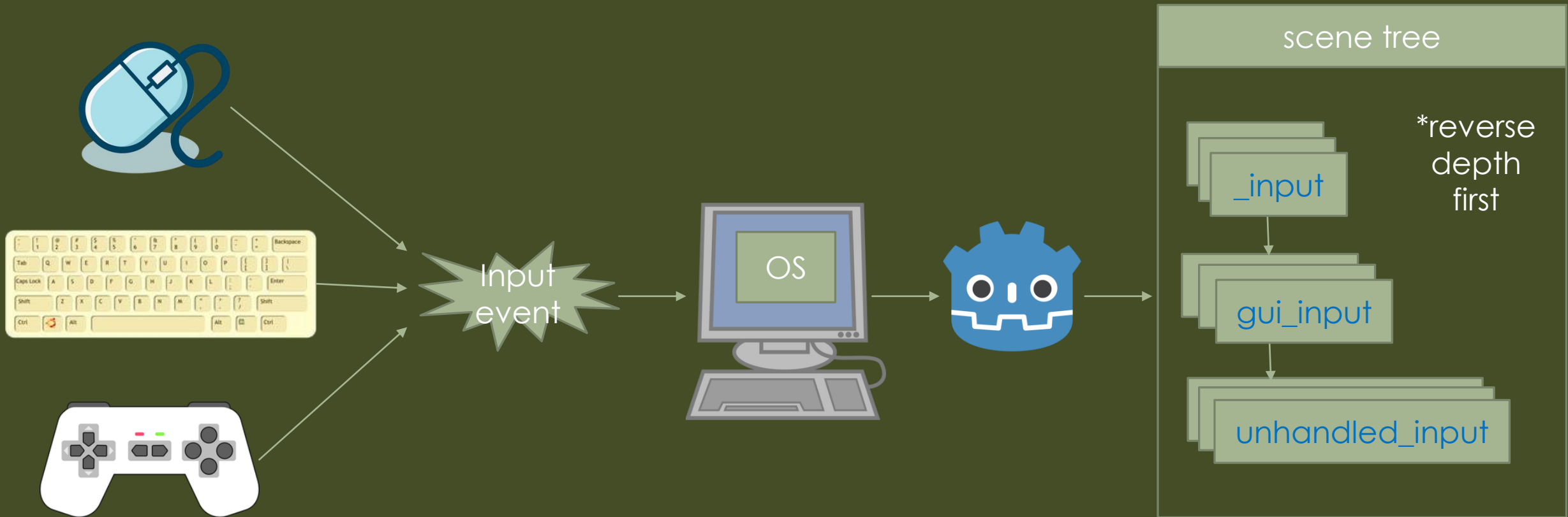




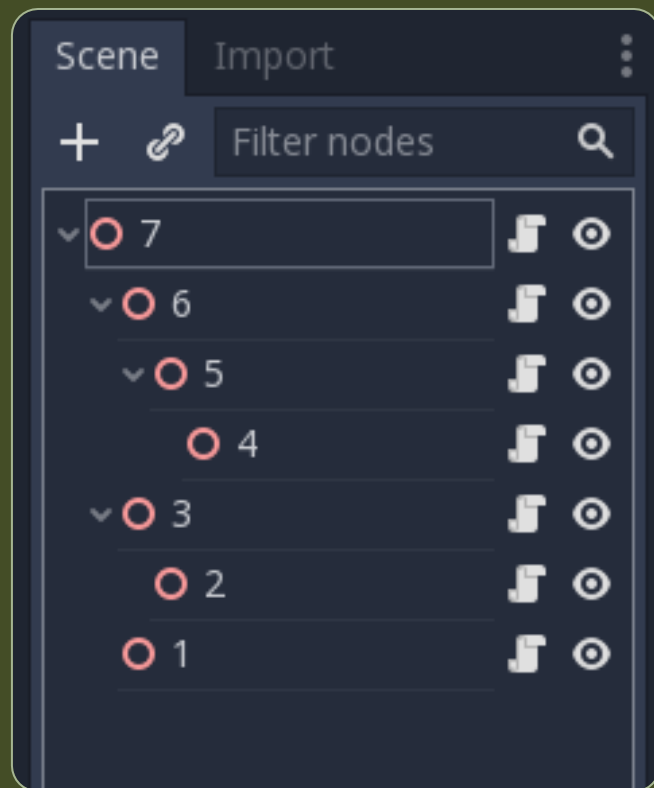
C# Godot Tutorial **5**

Handling Input

Path of an Input Event



Reverse Depth First



Examples of events

- Left mouse button pushed down
- Left mouse button let up
- Mouse moved a little bit
- “A” key pushed down
- “A” key held down
- “A” key let up

Types of Input Events

- InputEvent (base class)
 - InputEventKey
 - **ScanCode** (the key)
 - **Echo** (was it pressed last frame too)
 - **Pressed** (was it pressed or released)
 - InputEventMouseButton
 - **Position/GlobalPosition** (position relative to screen or world)
 - **ButtonIndex** (the button)
 - **Pressed** (was it pressed or released)
 - InputEventMouseMotion
 - **Position/GlobalPosition** (position relative to screen or world)
 - **Relative** (how much the mouse moved relative to its location during last frame)

Summary

- Input event path:
 - Hardware -> OS -> Godot -> Scen Tree
 - Reverse depth first:
 - `_Input()`
 - `_GuiInput()`
 - `_UnhandledInput()`
 - If event marked as handled anywhere along the way, won't continue to be passed around
 - To handle an event
 - Implement either of 3 above function (depending on when you want to catch the event)
 - Use `GetTree().SetInputAsHandled()` to mark it as handled in `_Input()` or `_UnhandledInput()`
 - Use `Control.AcceptEvent()` to mark it as handled in GUIs