

mugen_engine::MEKeyInputManager

- std::vector< char > m_statePrev
- std::vector< KeyInf > m_watchingKeyInfos
- + bool AddKeycode(char codeKey, char codeKeyboard, GAMEPAD_KEYTYPE typeGamepadKey, short codeGamepad)
- + void Update()
- + char GetKey(char codeKey)
- + static MEKeyInputManager & GetIns()
- MEKeyInputManager()