```
<typedef>
     InteractionEventDef
target: Dynamic
shiftKey: Bool
screenY: Int
screenX: Int
region: String
movementY: Int
movementX: Int
metaKey: Bool
ctrlKey: Bool
clientY: Int
clientX: Int
```

changedTouches: Null<Array>

buttons : Int button : Int altKey : Bool

```
<typedef>
TouchesDef
clientY : Int
clientX : Int
```

Package: com.isartdigital.builder.game.def.interactionEvent