## CW.Common.CwInputManager. Finger

- + Index
- + Pressure
- + Down
- + Up
- + Age
- + StartedOverGui
- + StartScreenPosition
- + ScreenPosition
- + ScreenPositionOld
- + ScreenPositionOldOld
- ScreenPositionOldOldOld
- + SmoothScreenPositionDelta
- + GetSmoothScreenPosition()



## CW.Common.CwInputManager.Link

- + Clear()
- + Find< T >()
- + Create< T >()
- + ClearAll< T >()
- + ClearAndRemove< T >()