## Controller

- + luaNamespace
- + attachController()
- + ~Controller()



## EventController

- + luaNamespace
- + EventController()
- + attachController()
- + setGlobalDelay()
- + searchWindowByName()
- + activateWindow()
- + moveMouse()
- + moveMouseRelative()
- + moveMouseRelativeToWindow()
- + mouseUp()
- + mouseDown()
- + getMouseLocation()
- + mouseClick()
- + mouseClickWindow()
- + getWindowUnderMouse()
- + enterText()
- + enterTextAdvanced()
- + keySequence()
- + keySequenceUp()
- + keySequenceDown()
- + keySequenceAdvanced()
- + keySequenceUpAdvanced()
- + keySequenceDownAdvanced()