## Controller

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



## EventController

- + luaNamespace
- + EventController()
- + attachController()
- + enterText()
- + setGlobalDelay()
- + enterTextToWindow()
- + moveMouse()
- + moveMouseRelative()
- + moveMouseRelativeToWindow()
- + mouseUp()
- + mouseDown()
- + searchWindowByName()
- + activateWindow()
- + keySequence()