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

EventController

- + luaNamespace
- + EventController()+ attachController()
- + setGlobalDelay()
- + searchWindowByName()
- + activateWindow()
- + moveMouse()
- + moveMouseRelative()
 + moveMouseRelativeToWindow()
- + mouseUp()
- + mouseDown()
- + getMouseLocation()
- + mouseClick()
 - + mouseClickWindow()
 - + getWindowUnderMouse()
 - + enterTextAdvanced()
 - + keySequence()

+ enterText()

- + keySequenceUp()
- + keySequenceDown()
- + keySequenceAdvanced()
- + keySequenceUpAdvanced()
- + keySequenceDownAdvanced()