Jupiter Engine’s Input System has four levels

**RawInput**

Lowest Input System Foundation.

* Stores Input State per input device, per window
* Converts Jupiter Engine's Key Code to/from framework Key Code

**Action Map**

* Stores map from KeyCode to Action. i.e. W -> Forward, Space -> Jump
* Developers and Players can both modify this

**Combo Map**

* Stores combos triggers by Actions. i.e. Forward + Shift -> Sprint

**Context (Optional)**

Think about games like GTA, characters can take input at different context, like on-foot, driving a vehicle, flying a jet, driving a boat, etc.

The input action map would vary based on context

* Each context owns an action map and combo map
* At run-time. The character switches input context when it changes