IInputHandler + Update() MouseButtonState + IsKeyDown() + IsKeyUp() + pressed + IsKeyPressed() + released + IsKeyReleased() + down + IsMouseDownLeft() + IsMouseUpLeft() + IsMousePressedLeft() + IsMouseReleasedLeft() + IsMouseDownRight() and 7 more... -mouseButtonStates GLInputHandler m eventQueue m keyStateSize - keyboardState lastKeyboardState mouseDeltaX mouseDeltaY + GLInputHandler() + Update() + IsKeyDown() + IsKeyUp() + IsKeyPressed() + IsKeyReleased() + IsMouseDownLeft() + IsMouseUpLeft() + IsMousePressedLeft() + IsMouseReleasedLeft() and 8 more... ProcessButtonEvent() ProcessMotionEvent() ProcessEventQueue()

- PushEvent()- HandleEvents()