IInputHandler

+ Update()
+ IsKeyDown()
+ IsKeyUp()
+ IsKeyPressed()
+ IsKeyReleased()
+ IsMouseDownLeft()
+ IsMouseUpLeft()
+ IsMousePressedLeft()
+ IsMouseReleasedLeft()
+ IsMouseDownRight()
and 7 more...

GLInputHandler

- m_eventQueue
- m_keyStateSize
- keyboardState
- lastKeyboardState
- mouseButtonStates
- mouseDeltaX
- mouseDeltaY

+ GLInputHandler()
+ Update()
+ IsKeyDown()
+ IsKeyUp()
+ IsKeyPressed()
+ IsKeyReleased()
+ IsMouseDownLeft()
+ IsMouseUpLeft()
+ IsMousePressedLeft()
+ IsMouseReleasedLeft()
and 8 more...
- ProcessButtonEvent()
- ProcessMotionEvent()
- ProcessEventQueue()
- PushEvent()
- HandleEvents()