**Tutorial 4**

This tutorial is about tracking input from the user and makes game react to them. In order to implement event handlers such as user types on the keyboard and register mouse clicking. Ideally you can connect a joystick to your game and manipulate objects in the game.

class EventReceiver : public IEventReceiver //is a main class that is responsible for handling events.

{

public:

EventReceiver() // tracking the keyboard inputs

{

for (u32 i = 0; i<KEY\_KEY\_CODES\_COUNT; ++i)

KeyIsDown[i] = false; //set a key is pressed at the moment

}

bool OnEvent(const irr::SEvent & event) // tracking the keyboard inputs

{

if (event.EventType == irr::EET\_MOUSE\_INPUT\_EVENT)

// set up listener for left mouse button

{

if (event.MouseInput.isLeftPressed())

{

// Print out a message when button is pressed

std::cout << "you pressed leftmouse."<<endl;

}

}

return false;

}

private:

// TODO:fill in with key array

bool KeyIsDown[KEY\_KEY\_CODES\_COUNT];

};

## The following code should be placed inside the main function of your application, it just simply create an event receiver and assign it to device to keep track of the events.

EventReceiver pongEventReceiver;

device->setEventReceiver(&pongEventReceiver);

That is it. Now you should be able to compile your code and it will track your mouse clicking events!

All the code you need is highlighted in greed color.

