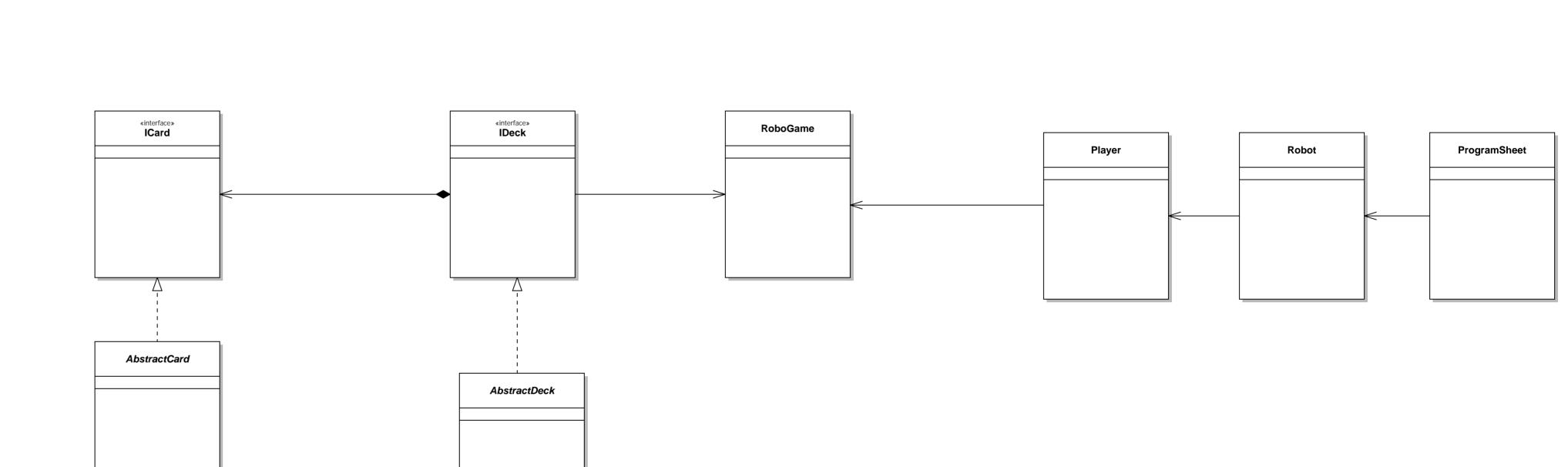
«interface» InputProcessor ApplicationListener + keyDown(var1: int) : boolean + keyUp(var1: int) : boolean + create() : void + keyTyped(var1: char) : boolean + resize(var1: int, var2: int... + touchDown(var1: int, var2: int, var3: int, var4: int) : boolean + render() : void + touchUp(var1: int, var2: int, var3: int, var4: int) : boolean + pause() : void + touchDragged(var1: int, var2: int, var3: int) : boolean + resume() : void + mouseMoved(var1: int, var2: int) : boolean + dispose() : void + scrolled(var1: int) : boolean InputAdapter Map ~ keyDown(var1: int) : boolean ~ keyUp(var1: int) : boolean ~ keyTyped(var1: char) : boolean ~ create() : void ~ touchDown(var1: int, var2: int, var3: int, var4: int) : boolean ~ resize(var1: int, var2: int... ~ touchUp(var1: int, var2: int, var3: int, var4: int) : boolean ~ render() : void ~ touchDragged(var1: int, var2: int, var3: int) : boolean ~ pause() : void ~ mouseMoved(var1: int, var2: int) : boolean ~ resume() : void ~ scrolled(var1: int) : boolean ~ dispose() : void Movement ~ keyUp(var1: int) : boolean - move(dx: int, dy: int) : void



ProgramDeck

ProgramCard