



enum class EventType

KeyDown = sf::Event::KeyPressed,
KeyUp = sf::Event::KeyReleased,
MButtonDown = sf::Event::MouseButtonPressed,
MButtonUp = sf::Event::MouseButtonReleased,
MouseWheel = sf::Event::MouseWheelMoved,
WindowResized = sf::Event::Resized,
GainedFocus = sf::Event::GainedFocus,
Lostfocus = sf::Event::LostFocus,
MouMouseEntered = sf::Event::MouseEntered,
MouseLeft = sf::Event::MouseLeft,
Closed = sf::Event::Closed,
TextEntered = sf::Event::TextEntered,
Keyboard = sf::Event::Count + 1, Mouse, Joystick

