

SpaceVIL.Core.InputEventArgs



```
classDiagram
    class KeyArgs["SpaceVIL.Core.KeyArgs"]
    class MouseArgs["SpaceVIL.Core.MouseArgs"]
    class TextInputArgs["SpaceVIL.Core.TextInputArgs"]
    class InputEventArgs["SpaceVIL.Core.InputEventArgs"]
    KeyArgs --|> InputEventArgs
    MouseArgs --|> InputEventArgs
```

SpaceVIL.Core.KeyArgs

SpaceVIL.Core.MouseArgs

SpaceVIL.Core.TextInputArgs