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## MouseManager

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```
-cursor: ALLEGRO_MOUSE_CURSOR*
-visible: bool
-currentPosition: Vector2D
-lastPosition: Vector2D
-last_state: ALLEGRO_MOUSE_STATE
-current_state: ALLEGRO_MOUSE_STATE
-
- MouseManager(_video:Video*)
+~MouseManager()
+Instance( video:Video*): static MouseManager
+release(): static void
+update(): void
+buttonDown(button:int): bool
+buttonPressed(button:int): bool
+buttonRelease(button:int): bool
+setMousePosition(position:Vector2D&): bool
+setMouseCursor(bitmap:ImageResource*): ImageResource*
+setSystemMouseCursor(cursor:SystemCursor): SystemCursor
+setCursorVisible(visible:bool): void
+getPosition(): const Vector2D&
+getWarp(): Vector2D
+getAxesSize(): unsigned int
+setButtonSize(): unsigned int
```