## MouseHandler + MouseHandler() + ~MouseHandler() + addButton() + cleanButtons() + process() + updateMouse() + setFreeCallback() + setPuttingCallback() + setStatus() + setEnableCallback() + getLeftClicked() + getRightClicked() + getWorld() #mMouseHandler MouseCallback + MouseCallback() + ~MouseCallback() + leftClick() + rightClick() + leftRelease() + rightRelease() + move() NewObjectCallback< ToPut > + NewObjectCallback() + leftClick()