MouseHandler

+ MouseHandler()
+ ~MouseHandler()
+ addButton()
+ cleanButtons()
+ process()
+ updateMouse()
+ setFreeCallback()
+ setPuttingCallback()
+ setStatus()
+ setEnableCallback()
+ getLeftClicked()
+ getRightClicked()
+ getWorld()

#mMouseHandler

MouseCallback

+ MouseCallback()
+ ~MouseCallback()
+ leftClick()
+ rightClick()
+ leftRelease()
+ rightRelease()
+ move()