

OgreBites::InputListener



ModelViewer::ModelViewer
KeyHandler

- ModelViewer * m

+ void addModelViewerContext
(ModelViewer *m)

+ bool keyPressed(const
OgreBites::KeyboardEvent
&evt) override

+ bool mouseWheelRolled
(const OgreBites::MouseWheel
Event &evt) override

+ bool mouseMoved(const
OgreBites::MouseMotionEvent
&evt) override

+ bool mousePressed(const
OgreBites::MouseButtonEvent
&evt) override

+ bool mouseReleased
(const OgreBites::MouseButton
Event &evt) override