OgreBites::InputListener

## ModelViewer::ModelViewer KeyHandler

- + virtual void Initialize()=0
- + virtual void RenderFrame()=0

ModelViewerl

- + virtual void Quit()=0
- + virtual void AddModel (ModelInfo model\_info)=0
- + virtual void AddModel (PresetModelInfo model \_info)=0
- + virtual void ResetModels()=0
- + virtual bool IsRunning()=0
- + virtual std::mutex & GetMutex()=0

- + 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

## -keyHandler -m

## ModelViewer

- std::mutex model\_viewer \_mutex
- bool should quit
- bool is\_running
- OgreBites::ApplicationContext ctx
- Ogre::Root \* ogreRoot
- Ogre::SceneManager\* scnMgr
- Ogre::RTShader::ShaderGenerator \* shadergen
- Ogre::Light \* sceneLight
- Ogre::SceneNode \* sceneLightNode
- Ogre::Camera \* sceneCamera and 7 more...
- + ModelViewer()
- + bool IsRunning() override
- + void AddModel(ModelInfo model\_info) override
- + void AddModel(PresetModel Info model info) override
- + void ResetModels() override
- void Initialize() override
- void RenderFrame() override
- void Quit() override
- void Deinitialize()
- std::mutex & GetMutex
  () override
- void HandleAddModelQueue()
- void HandleResetModelsFlag()