

```
LouiEriksson::Engine  
    ::Input::Input::Mouse
```

```
+ friend Input
```

```
+ static const glm::vec2  
  & Motion() noexcept  
+ static bool Get(const  
  Uint8 &_button) noexcept  
+ static bool GetDown  
  (const Uint8 &_button)  
+ static bool GetUp(const  
  Uint8 &_button)
```