

LouiEriksson::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)