

Input

Code

```
namespace Input
{
    int GetMouseX();
    int GetMouseY();
    bool LeftButtonPressed();
    bool RightButtonPressed();
    bool MiddleButtonPressed();
    bool LCtrlPressed();
    bool LShiftPressed();

    Vector GetFloorPos();

    void GetFloorPos(float &x_, float &y_, float &z_);

    bool PriorityKeyPressed();

    bool LShiftPressed();
    bool RShiftPressed();
    bool LCtrlPressed();
    bool RCtrlPressed();
};
```

Alles anzeigen