

SInputEvent

```
#include <IInput.h>
```

Public Member Functions

```
void GetMemoryUsage (ICrySizer *pSizer) const
```

Public Attributes

EInputDeviceType	deviceType	Device type from which the event originated.
EInputState	state	Type of input event.
TKeyName	keyName	Human readable name of the event.
EKeyId	keyId	Device-specific id corresponding to the event.
int	modifiers	Key modifiers enabled at the time of this event.
float	value	Value associated with the event.
SInputSymbol *	pSymbol	Input symbol the event originated from.
uint8	deviceIndex	Local index of this particular controller type.
uint8	deviceUniqueID	Process wide unique controller ID.

Detailed Description

InputEvents are generated by input system and dispatched to all event listeners. The stream of **SInputEvent** should not be used for text input, the SUnicodeEvent stream should be used instead