

MouseSensor

```
MouseSensor {  
  eventIn      SFBool    eventsProcessed  
  exposedField SFBool    enabled    TRUE  
  eventOut     SFVec2f   client  
  eventOut     SFVec2f   position  
  eventOut     SFBool    lButton  
  eventOut     SFBool    mButton  
  eventOut     SFBool    rButton  
  eventOut     SFFloat   mouseWheel  
  eventOut     SFBool    isActive  
}
```