

# class FB MouseExitedEvent

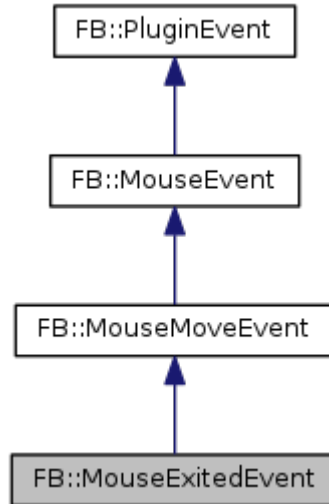
FB::MouseExitedEvent Class Reference

[List of all members](#)

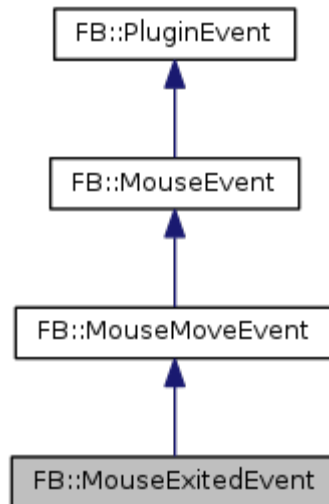
Fired when the user moves mouse away from the plugin. [More...](#)

```
#include "MouseEvents.h"
```

Inheritance diagram for FB::MouseExitedEvent:



Collaboration diagram for FB::MouseExitedEvent:



## Additional Inherited Members

Public Member Functions inherited from `FB::PluginEvent`

```
template<class T >
T * get ()
    Dynamic cast the pluginEvent to the specified type and throw an exception if it is not a subtype of the specified type. More...
```

```
template<class T >
bool validType ()
    Returns true if the object can be cast to the specified type. More...
```

## Detailed Description

Fired when the user moves mouse away from the plugin.

Definition at line 142 of file `MouseEvents.h`.

The documentation for this class was generated from the following file:

- [MouseEvent.h](#)