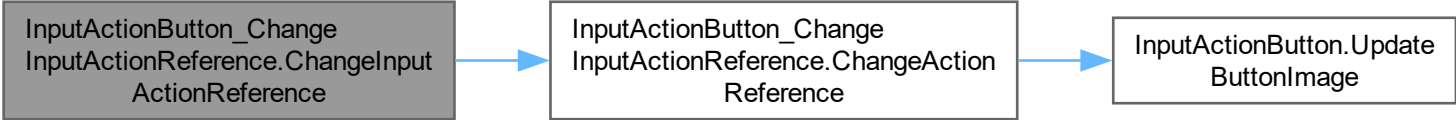


InputActionButton_Change
InputActionReference.ChangeInput
ActionReference



```
graph LR; A["InputActionButton_Change<br/>InputActionReference.ChangeInput<br/>ActionReference"] --> B["InputActionButton_Change<br/>InputActionReference.ChangeAction<br/>Reference"]; B --> C["InputActionButton.Update<br/>ButtonImage"]
```

InputActionButton_Change
InputActionReference.ChangeAction
Reference

InputActionButton.Update
ButtonImage