BaseManager< PlayerInputManager >

+ instance
- m_dontDestroyOnLoad

+ DeleteInstance()
# Awake()

PlayerInputManager

+ InputActionButtonDataBase
+ CurrentDevice
+ CurrentDeviceTypes
- m_playerInput
- m_playerInputActionMap
- m_cameraInputActionMap
- m_uiInputActionMap
- m_inputActionButtonDataBase
- m_currenrDevice
- m_detrctionKeyboard
- m_detrctionXBOX
- m_detrctionPlayStation

+ GetInputActionMap()
+ GetInputAction()
+ IsInputActionTrigger()
+ IsInputActionWasPressed()
+ IsInputActionPressed()
+ IsInputActionWasReleased()
- Awake()
- Update()
- ObservationDevice()