

ScriptableObject

```
classDiagram
    class ScriptableObject {
    }
    class InputActionButtonDataBase {
        - m_keyboardMouseList
        - m_xboxList
        - m_playStationList
        - m_switchList
        + GetSprite()
        - GetDeviceIconGroup()
    }
    ScriptableObject <|-- InputActionButtonDataBase
```

InputActionButtonDataBase

- m_keyboardMouseList
- m_xboxList
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- + GetSprite()
- GetDeviceIconGroup()