

ScriptableObject



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

InputActionButtonDataBase

- m\_keyboardMouseList
- m\_xboxList
- m\_playStationList
- m\_switchList

- + GetSprite()
- GetDeviceIconGroup()