IInputActionCollection2

MainGameActions

- + asset
- + bindingMask
- + devices
- + control Schemes
- + bindings
- + Main
- m Main
- m MainActionsCallbackInterfaces
- m_Main_Lane0
- m_Main_Lane1
- m_Main_Lane2
- m_Main_Lane3
- + MainGameActions()
- + Dispose()
- + Contains()
- + GetEnumerator()
- + Enable()
- + Disable()
- + FindAction()
- + FindBinding()
- GetEnumerator()