IDisposable

MainGameActions

+ asset
+ bindingMask
+ devices
+ controlSchemes
+ 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()

RhythmSystemEntities.System. Player.PlayerInput

- mainGameActions
- laneInputActions
- onLaneInputs

+ OnLaneInputs()
+ PlayerInput()
+ Dispose()
- InputInit()