

GeneratedInput.PlayerUIActions

- + Down
 - + enabled
 - + Next
 - + Previous
 - + RequestMenu
 - + Up
-
- + PlayerUIActions()
 - + AddCallbacks()
 - + Disable()
 - + Enable()
 - + Get()
 - + RemoveCallbacks()
 - + SetCallbacks()
 - + operator InputActionMap()