GeneratedInput.IPlayerKinematics **Actions** OnCrouch() OnJump() OnLook() OnMove() OnSprint() PlayerControllerBase + AnimatorParameters + CameraTarget + CharController + DefaultPan + DefaultRoll + DefaultTilt + LookSensitivity + MotionTarget + MoveSensitivity + PlayerIndex + Velocity # m_Forward # m_Pan # m Roll # m_Sideways # m_Tilt # m_Vertical + OnCrouch() + OnJump() + OnLook() + OnMove() + OnSprint() # Move() # OnDisable() # OnEnable() # Rotate() FallingPlayerController OnCrouch() +

DeadPlayerController

- + OnCrouch()
- + OnJump()
- + OnLook()
- + OnMove()
- + OnSprint()
- + OnJump()
- + OnLook()
- + OnMove()
- + OnSprint()

SimplePlayerController

- + OnCrouch()
- + OnJump()
- + OnLook()
- + OnMove()
- + OnSprint()# OnEnable()