```
┌─────────────────────┐   ┌─────────────────────┐
│   MonoBehaviour     │   │   IPairingActions   │
├─────────────────────┤   ├─────────────────────┤
│                     │   │                     │
├─────────────────────┤   ├─────────────────────┤
│                     │   │                     │
└─────────────────────┘   └─────────────────────┘
```

**InputUsers**

+ AllPairingEnabled
+ AllPlayerInteractionEnabled
+ AllPlayerKinematicsEnabled
+ AllPlayerUiEnabled
+ AllUiEnabled
+ HostUser
+ PairedUsers

+ LogActionEnabledness()
+ OnJoin()
+ OnLeave()
+ SetPlayerInteractionCallback()
+ SetPlayerInteractionEnabled()
+ SetPlayerKinematicsCallback()
+ SetPlayerKinematicsEnabled()
+ SetPlayerUiCallback()
+ SetPlayerUiEnabled()
+ SetPlayerUiRequestMenuEnabled()
+ SetUiCallback()
+ SetUiEnabled()
+ UnpairAll()
+ GetUserIndex()
+ GetUserIndex()