

GeneratedInput.UIActions

- + Cancel
- + Click
- + enabled
- + MiddleClick
- + Navigate
- + Point
- + RightClick
- + ScrollWheel
- + Submit
- + TrackedDeviceOrientation
- + TrackedDevicePosition

- + UIActions()
- + AddCallbacks()
- + Disable()
- + Enable()
- + Get()
- + RemoveCallbacks()
- + SetCallbacks()
- + operator InputActionMap()