GeneratedInput.IPairingActions

+ OnJoin()
+ OnLeave()

InputUsers

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

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