IInputActionCollection2		IDisposable
	4	4
GeneratedInput		
	+ asset	
	+ bindingMask	
	+ bindings	
	+ controlSchemes	
	+ devices	
	+ GamepadScheme	
	+ JoystickScheme	
	+ KeyboardMouseScheme	
	+ Pairing	
	+ PlayerInteraction	
	+ PlayerKinematics	
	+ PlayerUl	
	+ TouchScheme	
	+ UI	
	+ XRScheme	
	+ GeneratedInput()	
	+ Contains()	
	+ Disable()	
	+ Dispose()	
	+ Enable()	
	+ FindAction()	
	+ FindBinding()	
	+ GetEnumerator()	