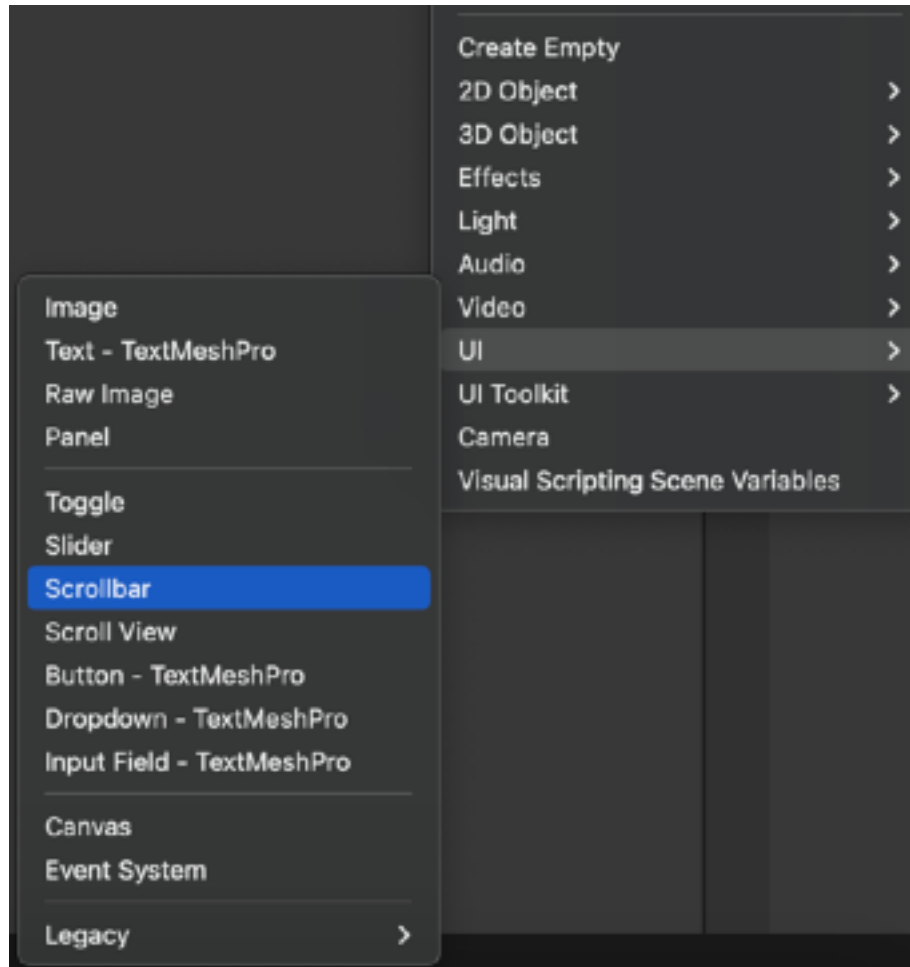
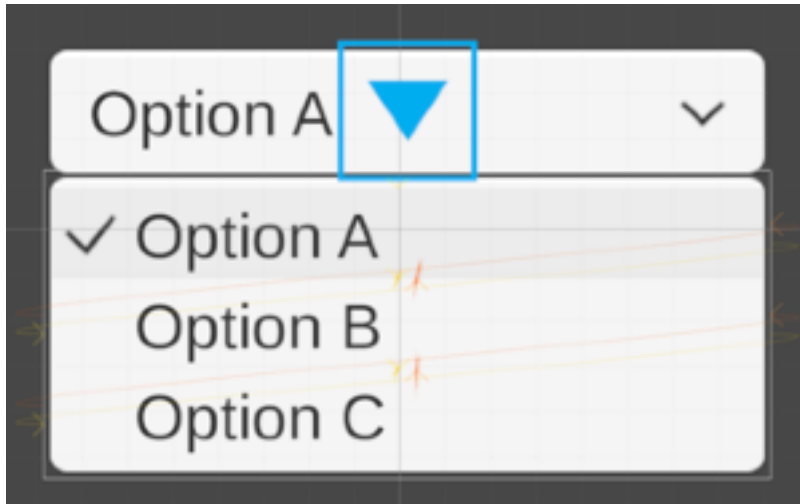
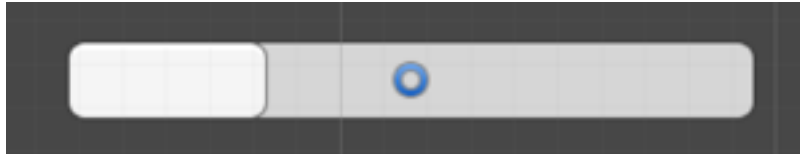
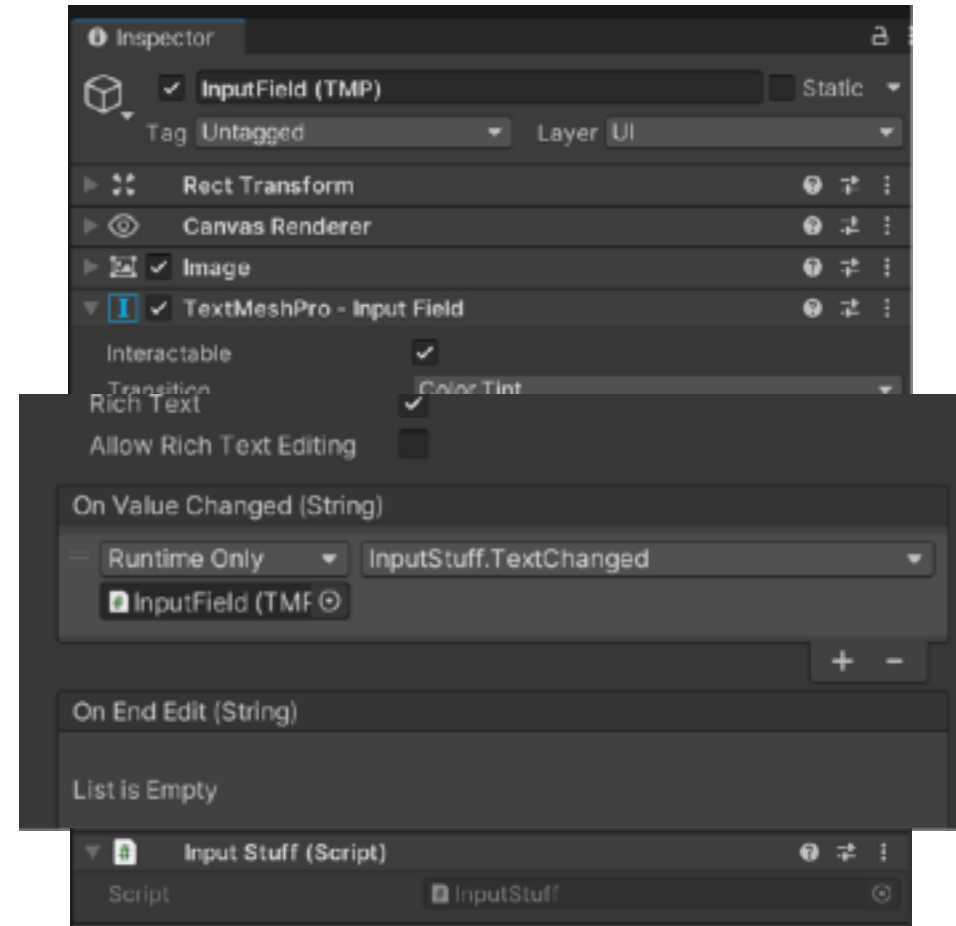


# UI - Components



# UI - Scripting



```
using UnityEngine;

public class InputStuff : MonoBehaviour
{
    public void TextChanged(string changedText)
    {
        Debug.Log(changedText);
    }
}
```

