

-m\_Wrapper

## GameInput.GameplayActions

+ Move

GetEnumerator()

- + Jump
- + Pause
- + ShowOverlay
- + ShowCommands
- + AudioEnabler
- + Run
- + Reset
- + SightSeeing
- + GoBackHome
- + RotateCamera
- + ItemRotation
- + enabled
- + GameplayActions()
- + Get()
- + Enable()
- + Disable()

+ SetCallbacks()

+ operator InputActionMap()