


Beavir.Businesslogic.Utilities.
InputReader.EnableGameplayInput



```
graph LR; A[Beavir.Businesslogic.Utilities.  
InputReader.EnableGameplayInput] --> B[GameInput.GameplayActions.  
Enable]; B --> C[GameInput.GameplayActions.Get]
```

GameInput.GameplayActions.
Enable

GameInput.GameplayActions.Get