

GameInput.IGameplayActions

- + OnMove()
- + OnJump()
- + OnPause()
- + OnShowOverlay()
- + OnShowCommands()
- + OnAudioEnabler()
- + OnRun()
- + OnReset()
- + OnSightSeeing()
- + OnGoBackHome()
- + OnRotateCamera()
- + OnItemRotation()