IInputA	ctionCollection2 IDisposable
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	GameInput
+	asset
+	bindingMask
+	devices
+	controlSchemes
+	bindings
+	Gameplay
+	KeyboardOrGamepadScheme
-	m_Gameplay
	m_GameplayActionsCallback Interface
-	m_Gameplay_Move
-	m_Gameplay_Jump
-	m_Gameplay_Pause
-	m_Gameplay_ShowOverlay
-	m_Gameplay_ShowCommands
-	m_Gameplay_AudioEnabler
-	m_Gameplay_Run
-	m_Gameplay_Reset
-	m_Gameplay_SightSeeing
-	m_Gameplay_GoBackHome
-	m_Gameplay_RotateCamera
-	m_Gameplay_ItemRotation
-	m_KeyboardOrGamepadScheme Index
+	GameInput()
+	Dispose()
+	Contains()
+	GetEnumerator()
+	Enable()
+	Disable()
+	FindAction()
+	FindBinding()
-	GetEnumerator()