GameInput::IGameplayActions

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

ScriptableObject

Beavir.BusinessIogic.Utilities. InputReader

- gameInput
+ OnShowOverlay()
+ OnShowCommands()
+ OnAudioEnabler()
+ OnJump()
+ OnReset()
+ OnItemRotation()
+ OnMove()
+ OnSightSeeing()
+ OnRun()
+ OnPause()
+ OnRotateCamera()
+ OnGoBackHome()
+ EnableGameplayInput()
+ DisableAllInput()
- OnEnable()
- OnDisable()