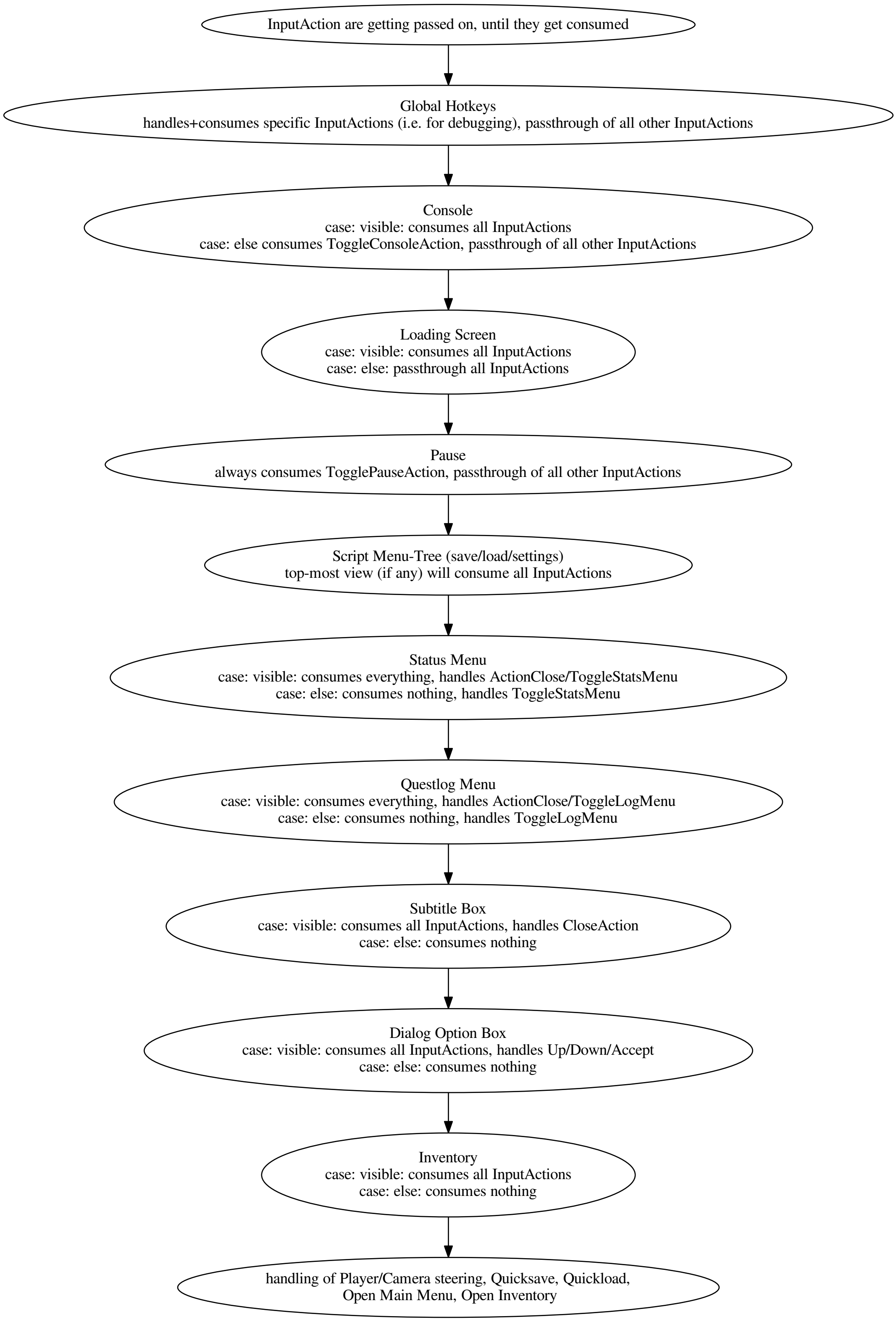
InputAction are getting passed on, until they get consumed
Global Hotkeys
handles+consumes specific InputActions (i.e. for debugging), passthrough of all other InputActions
Console
case: visible: consumes all InputActions
case: else consumes ToggleConsoleAction, passthrough of all other InputActions
Loading Screen
case: visible: consumes all InputActions
case: else: passthrough all InputActions
Pause
always consumes TogglePauseAction, passthrough of all other InputActions
Script Menu-Tree (save/load/settings)
top-most view (if any) will consume all InputActions
Status Menu
case: visible: consumes everything, handles ActionClose/ToggleStatsMenu
case: else: consumes nothing, handles ToggleStatsMenu
Questlog Menu
case: visible: consumes everything, handles ActionClose/ToggleLogMenu
case: else: consumes nothing, handles ToggleLogMenu
Subtitle Box
case: visible: consumes all InputActions, handles CloseAction
case: else: consumes nothing
Dialog Option Box
case: visible: consumes all InputActions, handles Up/Down/Accept
case: else: consumes nothing
Inventory
case: visible: consumes all InputActions
case: else: consumes nothing
handling of Player/Camera steering, Quicksave, Quickload,
Open Main Menu, Open Inventory