

GameControls.PlayerMapActions.Enable



```
graph LR; A[GameControls.PlayerMapActions.Enable] --> B[GameControls.PlayerMapActions.Get]
```

A diagram showing a call from the 'Enable' method to the 'Get' method. The 'Enable' method is represented by a gray rectangular box on the left, and the 'Get' method is represented by a white rectangular box on the right. A blue arrow points from the right side of the 'Enable' box to the left side of the 'Get' box, indicating the direction of the call.

GameControls.PlayerMapActions.Get