

GameControls.PlayerMapActions.Disable

GameControls.PlayerMapActions.Enable

GameControls.PlayerMapActions.Get

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graph LR; A[GameControls.PlayerMapActions.Disable] --> C[GameControls.PlayerMapActions.Get]; B[GameControls.PlayerMapActions.Enable] --> C;
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The diagram consists of three rectangular boxes. On the left, there are two boxes stacked vertically. The top box contains the text 'GameControls.PlayerMapActions.Disable' and the bottom box contains 'GameControls.PlayerMapActions.Enable'. Both boxes have a black border and a white background. On the right, there is a single box containing the text 'GameControls.PlayerMapActions.Get'. This box has a black border and a light gray background. Two blue arrows point from the right side of the left boxes to the left side of the right box. The top arrow originates from the right side of the 'Disable' box and points to the top of the 'Get' box. The bottom arrow originates from the right side of the 'Enable' box and points to the bottom of the 'Get' box.