

UnityEngine.InputSystem.
Samples.RebindUI.GamepadIcons
Example.GamepadIcons

- + buttonSouth
- + buttonNorth
- + buttonEast
- + buttonWest
- + startButton
- + selectButton
- + leftTrigger
- + rightTrigger
- + leftShoulder
- + rightShoulder
- and 9 more...

- + GetSprite()