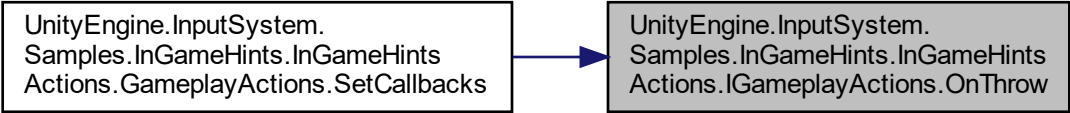


UnityEngine.InputSystem.
Samples.InGameHints.InGameHints
Actions.GameplayActions.SetCallbacks

A blue arrow points from the right side of the first box to the left side of the second box, indicating a call or dependency.

UnityEngine.InputSystem.
Samples.InGameHints.InGameHints
Actions.IGameplayActions.OnLook