

UnityEvent< RebindAction
UI, InputActionRebindingExtensions.
RebindingOperation >



```
classDiagram
    class RebindAction {
        UI
        InputActionRebindingExtensions
        RebindingOperation
    }
    class UnityEvent {
        RebindAction
    }
    RebindAction <|-- UnityEvent
```

The diagram illustrates a class hierarchy. At the top is a class box for `UnityEvent` with a generic parameter `< RebindAction UI, InputActionRebindingExtensions. RebindingOperation >`. Below it is a class box for `UnityEngine.InputSystem.Samples.RebindUI.RebindAction` with a generic parameter `UI.InteractiveRebindEvent`. A blue arrow points from the `RebindAction` box up to the `UnityEvent` box, indicating that `RebindAction` inherits from `UnityEvent`.

UnityEngine.InputSystem.
Samples.RebindUI.RebindAction
UI.InteractiveRebindEvent