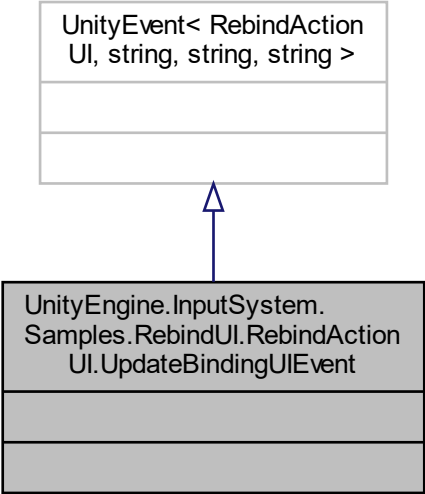


UnityEvent< RebindAction
UI, string, string, string >



```
classDiagram
    class UnityEvent {
        < RebindAction UI, string, string, string >
    }
    class RebindAction {
        UI
        UpdateBindingUIEvent
    }
    RebindAction --|> UnityEvent
```

The diagram illustrates a class hierarchy. At the top is the 'UnityEvent' class, which is a generic event class with four type parameters: 'RebindAction', 'UI', 'string', and 'string'. Below it is the 'RebindAction' class, which is a concrete implementation of 'UnityEvent'. The 'RebindAction' class has two attributes: 'UI' and 'UpdateBindingUIEvent'. A blue arrow points from 'RebindAction' to 'UnityEvent', indicating that 'RebindAction' inherits from 'UnityEvent'.

UnityEngine.InputSystem.
Samples.RebindUI.RebindAction
UI.UpdateBindingUIEvent