

MonoBehaviour



UnityEngine.InputSystem.
InputRecorder

- + capturesRunning
- + replaysRunning
- + startRecordingWhenEnabled
- + eventCount
- + totalEventSizeInBytes
- + allocatedSizeInBytes
- + recordFrames
- + recordStateEventsOnly
- + devicePath
- + recordButtonPath
- and 7 more...

- + StartCapture()
- + StopCapture()
- + StartReplay()
- + StopReplay()
- + PauseReplay()
- + ClearCapture()
- + LoadCaptureFromFile()
- + SaveCaptureToFile()
- # OnEnable()
- # OnDisable()
- # OnDestroy()