RebindUISampleActionsModified. PlayerMainActions

+ CommandSlot0
+ CommandSlot1
+ CommandSlot2
+ CommandSlot3
+ SecondaryCommandSlot4
+ SecondaryCommandSlot5
+ TertiaryCommandSlotAxis6
+ TertiaryCommandSlotAxis7
+ Start
+ Select
and 7 more...

+ PlayerMainActions()
+ Get()
+ Enable()
+ Disable()
+ SetCallbacks()
+ operator InputActionMap()