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MonoBehaviour
```

```
UnityEngine.InputSystem.
UI.VirtualMouseInput
```

+ cursorTransform
+ cursorSpeed
+ cursorMode
+ cursorGraphic
+ scrollSpeed
+ virtualMouse
+ stickAction
+ leftButtonAction
+ rightButtonAction
+ middleButtonAction
+ forwardButtonAction
+ backButtonAction
+ scrollWheelAction

OnEnable()
OnDisable()