| IInputActionCollection2 | | IDisposable |
|-------------------------|---|-------------|
| | <u> </u> | 7 |
| | UnityEngine.InputSystem. Samples.InGameHints.InGameHints Actions | |
| | + asset + bindingMask + devices + controlSchemes + bindings + Gameplay + GamepadScheme + KeyboardMouseScheme | |
| | + InGameHintsActions + Dispose() + Contains() + GetEnumerator() + Enable() + Disable() + FindAction() + FindBinding() | G() |