

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class CustomClass["UnityEngine.InputSystem.Samples.RebindUI.GamepadIconsExample"]
    CustomClass --|> MonoBehaviour
```

The diagram shows a class hierarchy. At the top is a box for 'MonoBehaviour' with two empty compartments. Below it is a larger box for a custom class, divided into three sections: a top section for the class name and namespace, a middle section for public fields, and a bottom section for methods. A blue arrow with an open triangle head points from the custom class box up to the 'MonoBehaviour' box, indicating inheritance.

UnityEngine.InputSystem.
Samples.RebindUI.GamepadIcons
Example

+ xbox
+ ps4

OnEnable()
OnUpdateBindingDisplay()