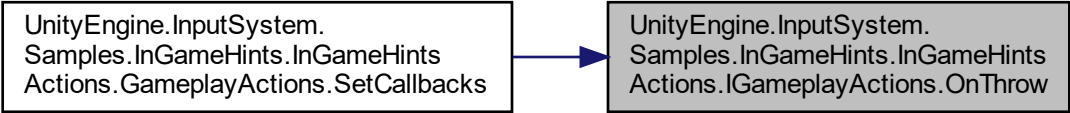


UnityEngine.InputSystem.  
Samples.InGameHints.InGameHints  
Actions.GameplayActions.SetCallbacks



```
graph LR; A["UnityEngine.InputSystem.  
Samples.InGameHints.InGameHints  
Actions.GameplayActions.SetCallbacks"] --> B["UnityEngine.InputSystem.  
Samples.InGameHints.InGameHints  
Actions.IGameplayActions.OnThrow"]
```

UnityEngine.InputSystem.  
Samples.InGameHints.InGameHints  
Actions.IGameplayActions.OnThrow