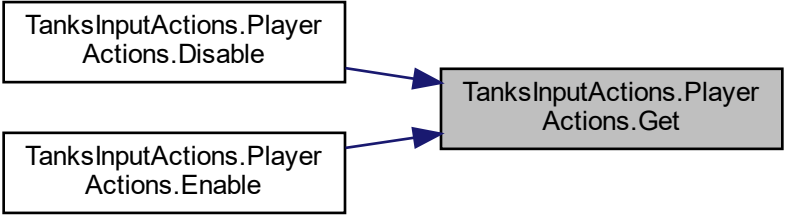


TanksInputActions.Player
Actions.Disable

TanksInputActions.Player
Actions.Enable

TanksInputActions.Player
Actions.Get



```
graph LR; A[TanksInputActions.Player Actions.Disable] --> C[TanksInputActions.Player Actions.Get]; B[TanksInputActions.Player Actions.Enable] --> C;
```