

RebindUISampleActionsModified.
GameplaySampleUnusedActions.SetCallbacks



```
graph LR; A[RebindUISampleActionsModified.  
GameplaySampleUnusedActions.SetCallbacks] --> B[RebindUISampleActionsModified.  
IGameplaySampleUnusedActions.OnLook];
```

RebindUISampleActionsModified.
IGameplaySampleUnusedActions.OnLook