

UnityEngine.InputSystem.  
Samples.RebindUI.RebindIcons  
Helper.KeyMouseIcons

- + None
- + LeftMouse
- + RightMouse
- + MiddleMouse
- + ForwardMouse
- + BackMouse
- + DeltaMouse
- + Space
- + Enter
- + Tab
- and 115 more...

- + CamelCase()
- + PascalCase()
- + GetSprite()