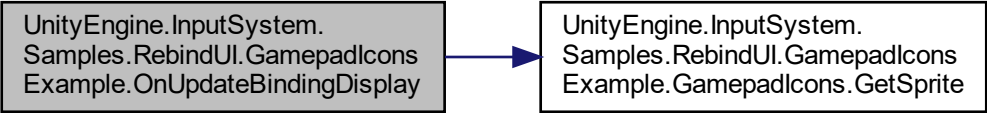


UnityEngine.InputSystem.
Samples.RebindUI.GamepadIcons
Example.OnUpdateBindingDisplay



```
graph LR; A["UnityEngine.InputSystem.  
Samples.RebindUI.GamepadIcons  
Example.OnUpdateBindingDisplay"] --> B["UnityEngine.InputSystem.  
Samples.RebindUI.GamepadIcons  
Example.GamepadIcons.GetSprite"]
```

UnityEngine.InputSystem.
Samples.RebindUI.GamepadIcons
Example.GamepadIcons.GetSprite