

StarterAssets.UICanvasController
Input.VirtualSprintInput



```
graph LR; A[StarterAssets.UICanvasController<br/>Input.VirtualSprintInput] --> B[StarterAssets.StarterAssets<br/>Inputs.SprintInput]
```

A diagram showing a dependency. On the left, a gray rectangular box contains the text "StarterAssets.UICanvasController" and "Input.VirtualSprintInput". A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text "StarterAssets.StarterAssets" and "Inputs.SprintInput".

StarterAssets.StarterAssets
Inputs.SprintInput