UnityEngine::EventSystems UnityEngine::EventSystems UnityEngine::EventSystems UnityEngine::EventSystems UnityEngine::EventSystems MonoBehaviour ::IPointerEnterHandler ::IPointerClickHandler ::IPointerExitHandler ::IPointerDownHandler ::IPointerUpHandler EventEnabled - m_callbacks + Callback() + EventEnabled() + AddOnPointerClickCallback() + AddOnPointerEnterCallback() + AddOnPointerExitCallback() + AddOnPointerDownCallback() + AddOnPointerUpCallback() + OnPointerClick() + OnPointerEnter() + OnPointerExit() + OnPointerDown() + OnPointerUp() InteractableGui usea.graphics.gui.Interactable GuiWithValue + AddOnValueChangedCallback() # _OnValueChange()