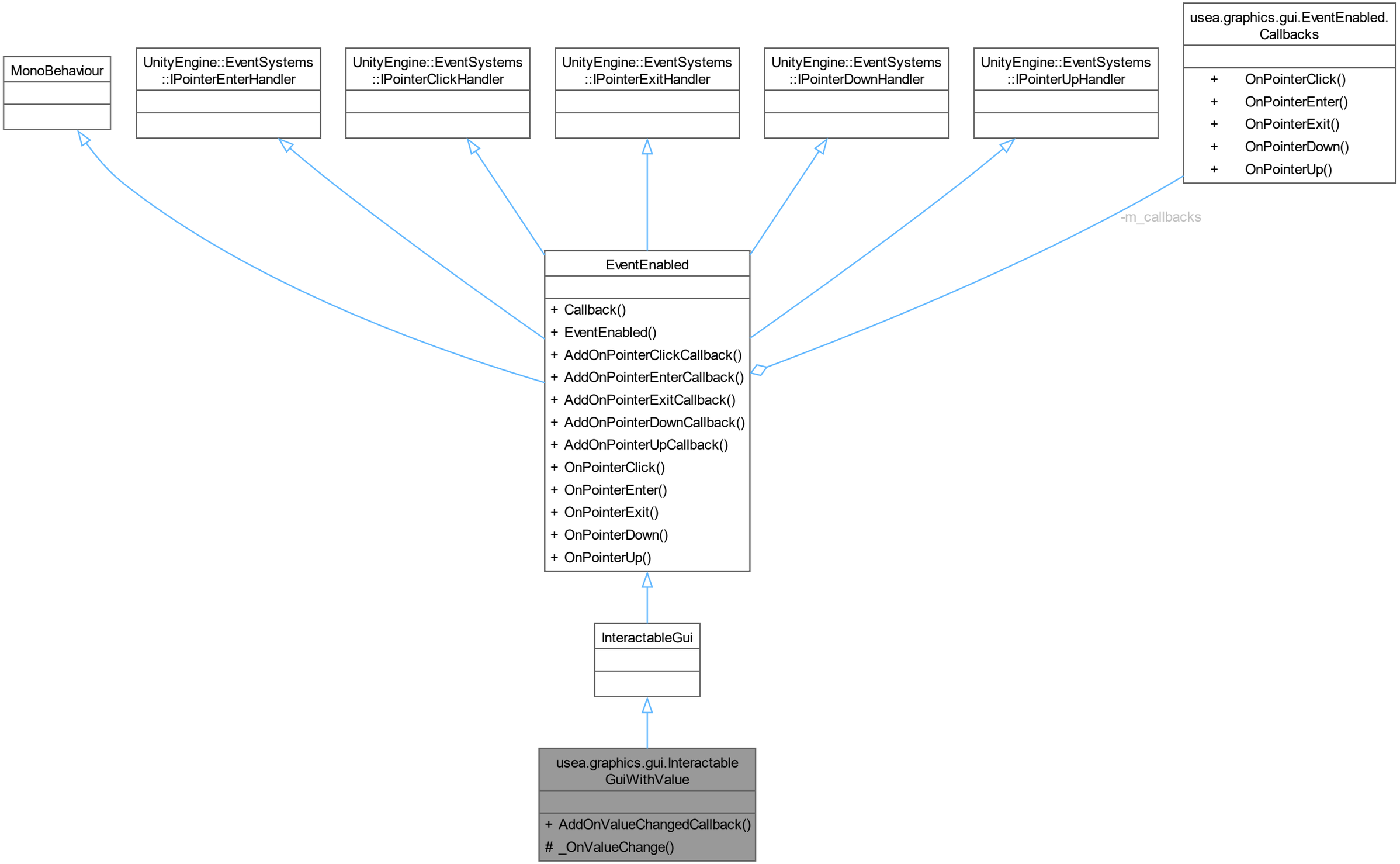
MonoBehaviour
UnityEngine::EventSystems ::IPointerEnterHandler
UnityEngine::EventSystems ::IPointerClickHandler
UnityEngine::EventSystems ::IPointerExitHandler
UnityEngine::EventSystems ::IPointerDownHandler
UnityEngine::EventSystems ::IPointerUpHandler
usea.graphics.gui.EventEnabled. Callbacks
+ OnPointerClick()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