

Equipment System/ <<Interface>> LogicInterface + ReactToLogic(GameObject): void + ReactToLogic(GameObject, RequestState): void **INVGate ANDGate ORGate NANDGate** -logic_dictionary:Dictionary -logic_dictionary:Dictionary -logic_dictionary:Dictionary -logic_dictionary:Dictionary -DeviceGameObject:GameC -DeviceGameObject:GameC -DeviceGameObject:GameC -DeviceGameObject:GameC -snapIndicatorGameObj:Gar -snapIndicatorGameObj:Gar -snapIndicatorGameObi:Gar -snapIndicatorGameObj:Gar -screenPoint:Vector3 -screenPoint:Vector3 -screenPoint:Vector3 -screenPoint:Vector3 -offset:Vector3 -offset:Vector3 -offset:Vector3 -offset:Vector3 -SNAPPED: bool -SNAPPED: bool -SNAPPED: bool -SNAPPED: bool -SetSnapped(bool) -SetSnapped(bool) -SetSnapped(bool) -SetSnapped(bool) -GetLogicDictionary():Dictior -GetLogicDictionary():Dictior -GetLogicDictionary():Dictior -GetLogicDictionary():Dictior -Start():void -Start():void -Start():void -Start():void -OnMouseDown():void -OnMouseDown():void -OnMouseDown():void -OnMouseDown():void -OnMouseDrag():void -OnMouseDrag():void -OnMouseDrag():void -OnMouseDrag():void -IsDeviceOn():void -IsDeviceOn():void -IsDeviceOn():void -IsDeviceOn():void -ChipIO():void -ChipIO():void -ChipIO():void -ChipIO():void -CheckIfSnapped():void -CheckIfSnapped():void -CheckIfSnapped():void -CheckIfSnapped():void -OnMouseUp():void -OnMouseUp():void -OnMouseUp():void -OnMouseUp():void -ClearChip():void -ClearChip():void -ClearChip():void -ClearChip():void -isSnapped:void -isSnapped:void -isSnapped:void -isSnapped:void Switch **LEDChip PowerSupplyScript** Wire -topNode GameObject -DeviceGameObject:GameC - gndNode GameObject -startNode GameObject -middleNode GameObject - vccNode GameObject -snapIndicatorGameObj: Ga -endNode GameObject -bottomNode GameObject -screenPoint: Vector3 - powerSupply GameObje -wireInflectionObjects List -wireInflectionObjects List -offset:Vector3 - gndKey string -activeBeingPlaced bool -activeBeingPlaced bool -SNAPPED:bool - vccKey string -WireLine LineRenderer -WireLine LineRenderer - screenPoint Vector3 -LEDNodeVCC:GameObject -currentColor color -switchUp bool -LEDNodeGnd:GameObject - offset Vector3 -currentState int -SNAPPED bool -LEDOn:Sprite -placingText GameObject -logicManager LogicManage -LEDOff:Sprite -Start() -screenPoint Vector3 -LEDState:bool Start() -Update() -offset Vector3 Updated() -Start():void Start() -OnMouseDown():void Updated() -IsDeviceOn():void clearlo() -CheckIfSnapped():void WireInflection isSnapped() -isSnapped():void ToggleSwitch(toggleUp) -parentWire Wire onMouseOver() CheckIfSnapped() OnMouseDragged() -onMouseOver() OnMouseDown() -start()

