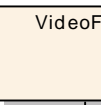
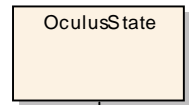
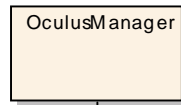
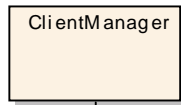


Actors

Manager Layer

Business Layer

Data Layer



disconnectOculus()

toggleOculusConnection() :bool

cleanupOculus()

~OculusState()

~VideoFeed()

~VideoFeed()

true()

