Display					
Transform					
Position		0	0	0	
Rotation		0	0	0	
Scale		1	1	1	
Display (Script)			#Unity's arbitrary units unless otherwise noted		
copyDepth		0.1			
CopyPrefab	Copy (Prefab)				
TrayPrefab	Tray (Prefab)				
DisplayImagePrefab	DisplayImage (Prefab)				
Tray Position	x = 0.56	y= -0.945	z = 0.086		
Tray Rotation	x = 30.25	15	0		#degrees
Display Image Positions	Size = 3				
DisplayImagePositions[0]	x = -2.2	y = 0.15	z = 2.25		
DisplayImagePositions[1]	x = 0	y = 0.15	z = 2.25		
DisplayImagePositions[2]	x = 2.2	y = 0.15	z = 2.25		
Button	VrButton (VrButton Prefab)				
Left Scroll Position		0.007	-0.75	0.044	
Left Scroll Rotation		0	9	0	#degrees
Right Scroll Position		0.395	-0.75	-0.02	
Right Scroll Rotation		0	9	0	#degrees
DashBoard					
Transform					
Position	x = 0	y = 0	z = 0		
Rotation	x = 0	y = 0	z = 0		
Scale	x = 1	y = 1	z =1		
Dashboard (Script)					
LoadBar	LoadBar (Prefab)				
Display	None				

Plane Prefab	Quad				
Button	VrButton (VrButtonScript)				
ButtonAttributes:				#positions are relative to the paren	
Load: Position	x=0	y=0.3	z=0		
Quit: Position	x=0	y=0	z=0		
Minimize: Position	x=-0	y=-0.3	z=0		
Contrast: Position	x=-0.3	y=0.2	z=0		
Rotate: Position	x=-0	y=0.2	z=0		
Zoom: Position	x=0.3	y=0.2	z=0		
Brightness: Position	x=-0.3	y=-0.2	z=0		
Resize: Position	x=0	y=-0.2	z=0		
Filter: Position	x=0.3	y=-0.2	z=0		
Close: Position	x=0	y=-0.7	z=0		
Menu Plane Position	-0.3	-0.99	-0.09		
Menu Plane Rotation	30.25	-15.5	0		
Menu Plane Scale	0.25	0.26	0.1		
Copy Plane Position	0.18402	-1.00372	-0.0.72259		
Copy Plane Rotation	30.25	8.985	0		
Copy Plane Scale	0.56	0.26	0.1		
Tray					
Transform					
position	x = 0.5	y = -100	z = 0.1		
Rotation	x = 0	y = 30	z = 0		
Scale	x = 0.005	y = 0.005	z = 0		
Tray (Script)					
Tray StartX	0.4				
TrayStartZ	-0.5				
TrayDepth	-0.5				
TrayNumColumns	3				

TrayNumRows		3			
TrayIncrementor		0.1			
TrayThumbnailScale		2.5			
Thumbnail	Thumbnail (prefab)				
Manager	None				
Thumbnail					
Transform	Has no effect				
Sprite Renderer	Should not change				
Rigidbody					
UseGravity	FALSE				
Is Kinematic	FALSE				
Constraints	All true				
Box Collider	Does not change				
Thumbnail (Script)					
Image	None				
Manager	None				
VRButton					
Transform					
Scale		0.15	0.05	0.02	
Rigidbody	All constraints				
Copy					
Transform					

Position	x = 26	y = -106.9	z = -145		
Rotation	x = 0	y = 0	z = 0		
Scale		0.1	0.1	z = 1	
Copy (Script)					
Image Rotation		0	0	0	
Resize Scale		1.01			
Brightness Const		0.01			
Contrast Const		0.01			
Copy Scale		1			
Cur Shader	Custom/Image Effects				
Letf Thumb X	Oculus_GearVR_LThumbstickX				
Right Thumb X	Oculus_GearVR_RThumbstickX				
Outline Scale		25			
Outline Depth		0.001			
Environment					
POsition		-1	-1	5	
Rotation		0	0	0	
Scale		1	1	1	
File browser					
transform	x=0	y=0	z=0.5		
Rotation	x=0	y=0	z=0		
Scale	x=0.001	y=0.001	z=0.0001		