

<u>Display</u>					
Transform					
Position	0	0	0		
Rotation	0	0	0		
Scale	1	1	1		
Display (Script)		#Unity's arbitrary units unless otherwise noted			
copyDepth	-100				
CopyPrefab	Copy (Prefab)				
TrayPrefab	Tray (Prefab)				
DisplayImagePrefab	DisplayImage (Prefab)				
Tray Position	x = 0.5	y= -0.6	z = 0.1		
Tray Rotation	x = 0	y = 30	x = 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	x = 0.2	y = 0	z = 0.2		
Left Scroll Rotation	x = 0	y = 0	z = 0		#degrees
Right Scroll Position	x = -0.2	y = 0	z = 0.2		
Right Scroll Rotation	x = 0	y = 0	z = 0		#degrees
<u>DashBoard</u>					
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				
MyTransform	None				
Button	VrButton (VrButtonScript)				

LoadButtonPosition	x = 0.5	y = 0.265	z = 0		
LoadButtonRotation	x = 0	y = 30	z = 0		#degrees
QuitButtonPosition	x = 0.5	y = 0.39	z = 0		
QuitButtonRotation	x = 0	y = 30	z = 0		#degrees
MinimizeButtonPosition	x = 0.5	y = 0.15	z = 0		
MinimizeButtonRotation	x = 0	y = 30	z = 0		#degrees
<u>Tray</u>					
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			
TrayStartZ		0			
TrayDepth		-0.5			
TrayNumColumns		3			
TrayNumRows		3			
TrayIncrementor		0.1			
TrayThumbnailScale		1			
Thumbnail	Thumbnail (prefab)				
Manager	None				
<u>Thumbnail</u>					
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				
<u>VRButton</u>					
Transform					
Scale	x = 0.3	y = 0.1	z = 0.02		
Rigidbody	All constraints				
<u>Copy</u>					
Transform					
Position	x = 26	y = -106.9	z = -145		
Rotation	x = 0	y = 0	z = 0		
Scale	x = 30	y = 30	z = 1		
Copy (Script)					
Button Width	100				
Button Height	50				
Button Depth	50				
MyTransform	None				
ImageRenderer	None				
IsCurrentImage	FALSE				
ImageBrightness	0				
ImageContrast	0				
ImageRotation	x = 0	y = 0	z = 0		
Current Size	0				
Button	VrButton(VrButton)				
DisplayImage Prefab					

Transform Position	x = 1	y= 0	z = 0		
Transform Rotaion	x = 0	y = 0	z = 0		
Transform Scale	x = 0.1	y = 0.1	z = 0		