NetworkBehaviour

Client_Object

- + GetParticipantOrder()
- + SetSpawnType()
- + AssignFollowTransform()
- + De_AssignFollowTransform()
- + GetMainCamera()
- + CalibrateClient()
- + StartQuestionair()

Interactable_Object

- + Stop_Action()
- + AssignClient()
- + GetCameraPositionObject()
- + SetStartingPose()
- + HasActionStopped()

+NetworkedInteractableObject

VR_Participant

- + FollowRotation
- + FollowLocation
- + MyCamera
- + ButtonPushed
- + m_participantOrder
- + FinishedImageSending
- + OnNetworkSpawn()
- + UpdateTrafficLightsClient RPC()
- + GoForPostQuestion()
- + PostQuestionServerRPC()
- + GetParticipantOrder()
- + SetSpawnType()
- + AssignFollowTransform()
- + GetMainCamera()
- + De_AssignFollowTransform()
- + CalibrateClient() and 19 more...
- + GetJoinTypeObject()