## **IHoldableObject**

- + Object
- + OnHeldInfrontOfFace()
- + OnPutAway()
- + OnStartedMoveInfrontOfFace()
- + OnStartedMoveAwayFromFace()
- + PositionObjectInHand()
- + OnGrabed() + OnDropped()
- + IsInterestedInInteractable
- Objects()
  - + SetInteractedObject()



## MetaDataDisplay

- + Object
- buttonBaseCanvas
- displayBaseCanvas
- metadataButtonsPrefab displayPagePrefab
- contentDisplays
- fpc
- inHandPosition
- inRestPositionRotation
- infontOfFaceRotation
- secondsToRotate
- vel
- + OnHeldInfrontOfFace()
- + OnPutAway()
- + OnStartedMoveInfrontOfFace()
- + OnStartedMoveAwayFromFace()
- + PositionObjectInHand()
- + IsInterestedInInteractable
- Objects() + SetInteractedObject()
- + OnGrabed()
- + OnDropped()
- SetupButtonPrefabCorrectly()
- CreateMetadataDisplay()
- ApplyMetadataToDislplay()
- RotateTo()

Awake()