MonoBehaviour

MuseumBuilder

+ FloorPrefab
+ WallPrefab
+ WallWithDoorPrefab
+ CenterImageDisplayPrefab
+ CenterMeshDisplay
+ MeshDisplayPrefab
+ WallImageDisplayPrefab
+ CeilingPrefab
+ Player
+ texturePrefabs
+ TestMesh
+ TestTextures
+ FloorXPosScale
+ FloorZPosScale
+ VirtMuse
+ DisableAfterRequest
+ Instance
+ MuseumData
- existingWallTexture
- wallHeight
- _MusemControllerInstance
- oneDTileCoordToFloorGame
ObjectMapping

+ SetToStartPosition()
+ GetGameObjectForTile()
- Awake()
- Start()
- Update()
- SetUpCenterDisplaysForRoom()
- SetUpDisplaysForWall()
- AddToRoomManagmentUnit()
- PlaceRoom()
- PlaceWall()
- BuildMuseum()
- GetTexture()
- TEMPApplyTextureToNonWalls()
- TEMPApplyTextureToWall()
- LoadDisplayResource()
- PostMeshDisplayRequest()
- PostImageDisplayRequest()
- PostWallTextureRequest()
- PostFloorTextureRequest()
- PostCeilingTextureRequest()
- MeshPreProcessing()