

+ FloorPrefab + WallPrefab

WallWithDoorPrefab

+ CenterlmageDisplayPrefab CenterMeshDisplay

+ MeshDisplayPrefab

+ WallImageDisplayPrefab + CeilingPrefab

+ Player

 TestMesh TestTextures + FloorXPosScale

+ FloorZPosScale DisableAfterRequest

Instance

+ MuseumData wallHeight

TestTextSize

 currldx virtMuse

MusemControllerInstance

Awake()

- Start()

- Update()

- SetUpFloor() SetUpWalls()

- SetUpCenterDisplaysForRoom()

- SetUpDisplaysForWall()

 LoadDisplayResource() AddToRoomManagmentUnit()