MonoBehaviour Environment + SightPoints + CurSightPoint + IsMainHall + IsJapanMoving + DisabledInSub + Father + SkyMaterial - disabledInSub - sightPoints - curSightPoint - isMainHall - isJapanMoving - skyMaterial overlays - titleUls soundtrack - OnEnable() - OnDisable() ShowOverlay() ManageAudio()

-father