MonoBehaviour

Beavir.Businesslogic.Models.Environment
+	SightPoints
+	CurSightPoint
+	IsMainHall
+	IsJapanMoving
+	DisabledInSub
+	Father
-	disabledInSub
-	sightPoints
-	curSightPoint
-	isMainHall
-	isJapanMoving
-	skyMaterial
-	overlays
-	titleUIs
-	soundtrack
+	ManageAudio()
+	ShowOverlay()
+	ShowTitleUI()
+	UpdateSky()

-father

NetworkBehaviour

-curEnv
-startingEnvironment

Beavir.Businesslogic.Controllers.TransportManager
+	CurEnv
+	CurObj
+	LocHistory
+	FadingDuration
+	StartingPoint
+	StartingEnvironment
-	fadingDuration
-	startingPoint
-	flyingJapan
-	reset
-	locHistory
-	curObj
-	cooldown
+	UpdateLocHistory()
+	SetJapan()
+	SendFadeInter()
+	SendFadeIntra()
+	SendFadeCamera()
+	SendReset()
+	Env2Home()
+	SubEnv2Home()
+	Home2Env()
+	SubEnv2Env()
+	Env2SubEnv()
+	SubEnv2SubEnv()
+	TravelTo()
+	Teleport()
-	Start()
-	OnEnable()
-	OnDisable()
-	OnGoBackHome()
-	ChangeEnvironment()
-	OnSightSeeing()
-	CooldownReset()