	MonoBe	ehaviour	
	77		
		Environment	
		Environment + SightPoints	
		+ CurSightPoint	
		+ IsMainHall	
		+ IsJapanMoving	
		+ DisabledInSub	
		+ Father + SkyMaterial	
		- disabledInSub	
		- sightPoints	
		- curSightPoint	
		- isMainHall	
		- isJapanMoving	
		- skyMaterial - overlays	
		- titleUls	
		- soundtrack	
		- OnEnable()	
		- OnDisable()	
		- ShowOverlay()	
		- ManageAudio()	
		-curEnv	
		$\Diamond$	
		Manager	
	Instance		
	InputReader StartingPoin		
	Player		
	FadingDuration		
+	CurEnv		
	CurObj		
	AudiolsOn		
+	LocHistory inputReader		
_	fadingDurati		
-	player		
-	startingPoint		
	commandsUI		
	flyingJapan reset		
	reset fadeCamera		
	fadeInter		
-	fadeIntra		
i	locHistory		
	curObj		
	controlsEnabled audiolsOn		
	UpdateLocHistory()		
	SetJapan()		
	SendFadeInter()		
	SendFadeIntra()		
	SendFadeCamera()		
	SendReset(	)	
	Awake() OnEnable()		
	OnEnable() OnDisable()		
	ShowCommandsUI()		
		DisableAllInput()	
	FnableAllIng	out()	

- EnableAllInput()

-father