

- GoBackHome() Env2Home()

- OnEnable()

- OnDisable()

SubEnv2Home()

E2EObj

- Home2Env()
- SubEnv2Env()
- Env2SubEnv()
- SubEnv2SubEnv()
- ChangeEnvironment()
- PlayAudio()

Obj2Obj

- cooldown
- valuePressed
- OnEnable()
- OnDisable()
- OnSightSeeing()
- CooldownReset()