

CanvasLayer

```
classDiagram
    class CanvasLayer {
    }
    class AugmentInventory {
        +_Ready()
        +_UnhandledInput()
        +SetVisibility()
        +AddAugmentToInventory()
        +LeftButtonPressed()
        +RightButtonPressed()
        +FuseSelectedAugments()
        +AddRandomAugment()
        +GetInactiveAugments()
        +GetActiveAugments()
    }
    CanvasLayer <|-- AugmentInventory
```

AugmentInventory

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- + _UnhandledInput()
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