MonoBehaviour MonoBehaviour MonoBehaviour LeapPinchDetector LeapGrabDetector LeapRotationDetector _activatePinchDist: float = 0.3f _handModel: IHandModel handModel: IHandModel _deactivatePinchDist: float = 0.4f canGrab: bool = false canGrow: bool = false _didChange: bool = false # canGrow: bool = false canRoll: bool = false _handModel: IHandModel grabCounter: int = 0 # grabCounter: int = 0 _isPinching: bool = false text: Text text: Text _lastPinchTime: float = 0.0f _lastUnpinchTime: float = 0.0f # Awake(): void Awake(): void _lastUpdateFrame: int = -1 CanGrab(): void CannotRoll(): void _pinchPos: Vector3 CannotGrab(): void CanRoll(): void pinchRotation: Quaternion # ensureGrabInfo(): void ensureRollInfo(): void canGrowIndex: bool = true # grabDetection(List<Finger>): void OnValidate(): void canGrowMiddle: bool = true OnValidate(): void # SetCounter(): void canGrowPinky: bool = true # SetCounter(): void -# Start(): void canGrowRing: bool = true Update(): void ToDegrees(float): float canPinch: bool = false Update(): void # «property» fingers: List<Finger> GrabCounter(): int # grabCounter: int = 0 handType: Hand MM_TO_M: float = 0.001f text: Text -leftHand # Awake(): void MonoBehaviour CannotPinch(): void + CanPinch(): void ManagerScript # changePinchState(bool): void leftHand: LeapPinchDetector # ensurePinchInfoUpToDate(): void -rightHand rightHand: LeapPinchDetector # FingerTips(Hand): void # GetDistanceToThumb(Dictionary<string, Vector3>, int, int): float # handType(Hand): void # OnValidate(): void Start(): void # SetCounterIndex(): void Update(): void # SetCounterMiddle(): void # SetCounterPinky(): void «property» # SetCounterRing(): void LeftHand(): LeapPinchDetector # Update(): void RightHand(): LeapPinchDetector «property» + DidChangeFromLastFrame(): bool DidEndPinch(): bool DidStartPinch(): bool HandType(): Hand + IsPinching(): bool + LastPinchTime(): float

LastUnpinchTime(): float Position(): Vector3 Rotation(): Quaternion