Public interfaces

[Переключить на русский](https://docs.google.com/document/d/1wofkNbrO0Rv2UHWv5kRNKue_l9qTOJhCuKwgAxq31KI)

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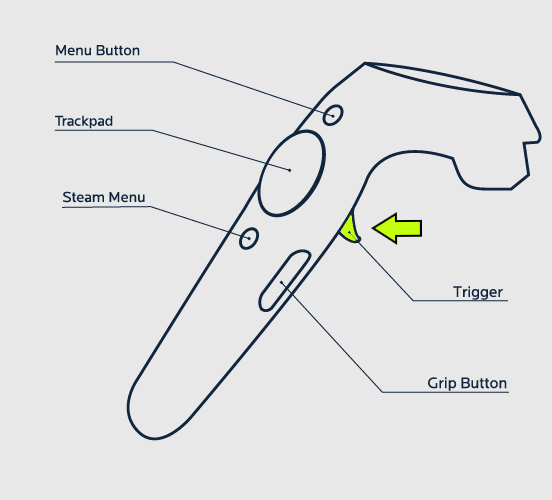
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# Method for pressing trigger (Use)



public interface IUseStartAware

{

//Controller interacting with object

//possible to receive link to gameObject of the controller

void **OnUseStart**(UsingContext context);

}

# Method for releasing trigger

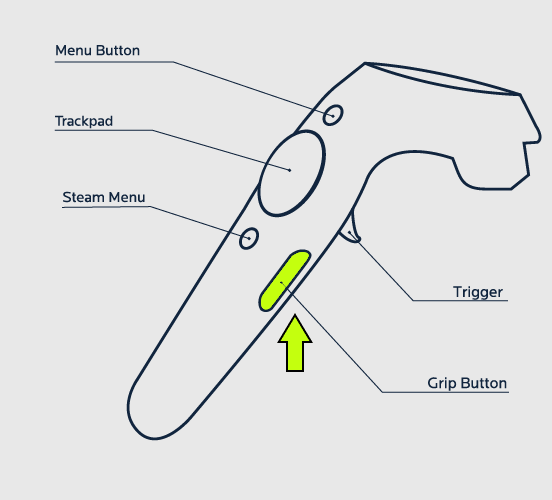
public interface IUseEndAware

{

void **OnUseEnd**();

}

# Method for pressing Grip button (Start of dragging)

****

*By calling this interface, we switch on dragging of an object*

public interface IGrabStartAware

{

//Controller interacting with object

//possible to receive link to gameObject of the controller

void **OnGrabStart**(GrabingContext context);

}

# Method for releasing Grip button (End of dragging)

*By calling this interface, we switch on dragging of an object*

*public interface IGrabEndAware*

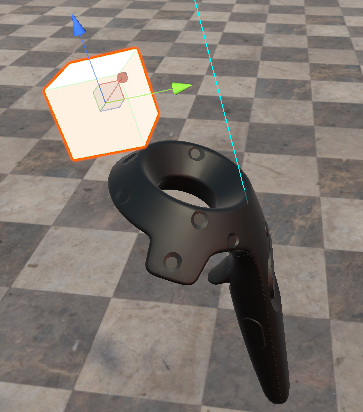
{

void **OnGrabEnd**();

}

# Object in hand position

Specify coordinates of the point where the controller will adhere to object when the object is grabbed



public interface IGrabPointAware

{

//left controller

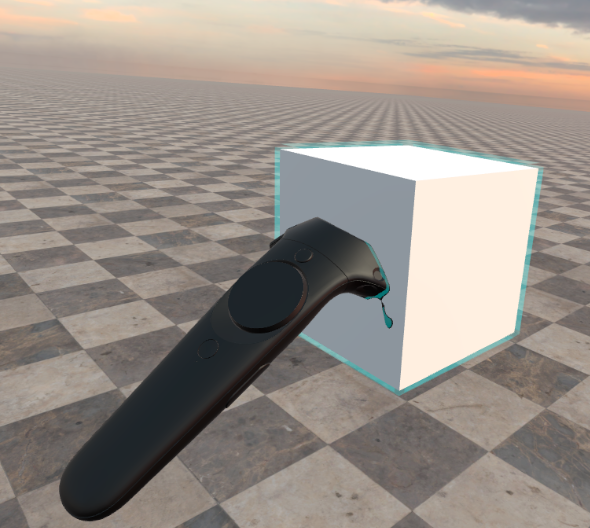
Transform **GetLeftGrabPoint**();

//right controller

Transform **GetRightGrabPoint**();

}

# Method for controller entering object (Touching object with controller)



public interface ITouchStartAware

{

void **OnTouchStart**();

}

# Method for controller exiting object (End of touch)

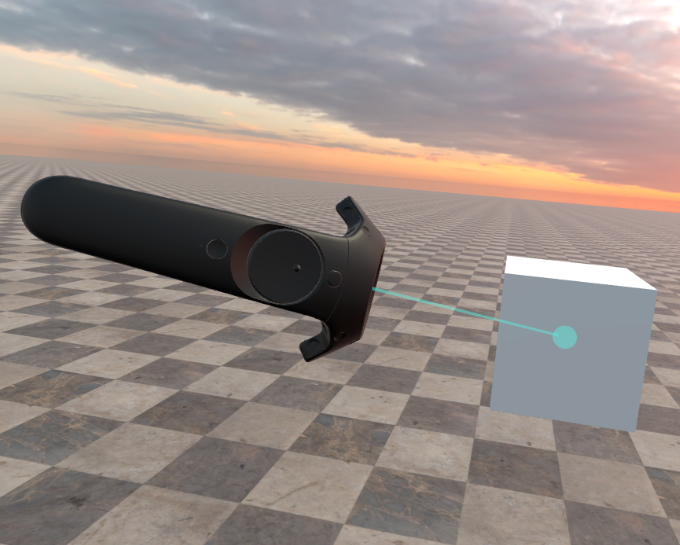
public interface ITouchEndAware

{

void **OnTouchEnd**();

}

# Method for clicking on object with pointer



public interface IPointerClickAware

{

void **OnPointerClick**();

}

# Method for controller pointer entering object area

public interface IPointerInAware

{

void **OnPointerIn**();

}

# Method for controller pointer exiting object area

public interface IPointerOutAware

{

void **OnPointerOut**();

}

# Subscription for mode switch (Edit, Preview, View)

public interface ISwitchModeSubscriber

{

//mode before - mode after

void **OnSwitchMode**(GameMode newMode, GameMode oldMode);

}