

MonoBehaviour

```
graph BT; PinchDetector[Leap.Unity.PinchDetector] --> AbstractHoldDetector[Leap.Unity.AbstractHoldDetector]; AbstractHoldDetector --> Detector[Leap.Unity.Detector]; Detector --> MonoBehaviour[MonoBehaviour]
```

Leap.Unity.Detector

Leap.Unity.AbstractHoldDetector

Leap.Unity.PinchDetector