

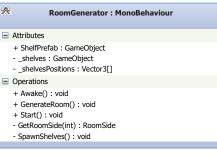
Operations

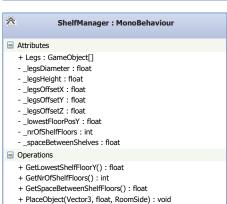
- CheckButtons : void() - OnTriggerStay(Collider) : void

- Start : void() - Update() : void

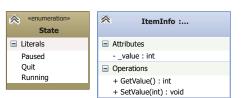
- ButtonAction(ButtonPressed, bool) : void







- AdjustSizes(float): void



*	BoxesManager
■ Att	ributes
 	BoxPrefab: GameObject allBoxes: List <gameobject> boxDepth: float boxDimensions: Vector3 boxHeight: float boxWidth: float offSetWidthPrBox: float reqSpacePrBox: float shelfSideOffset: float</gameobject>
⊟ Ор	erations
- A - A - G	GenerateBoxes(GameObject[]) : List <gameobject> mountOfBoxesEachFloor(float) : int wake : void() ietBoxDimensions() : Vector3 ietBoxPos(GameObject, float, float, float, int) : Vector3</gameobject>
	laceBoxesOnShelves(GameObject[]): void laceBoxOnShelf(GameObject, float, int, float): void
A	BoxContentsManager

■ Attributes



