```
MonoBehaviour


```

```
CW.Common.CwInputManager
+ MOUSE_FINGER_INDEX
+ HOVER_FINGER_INDEX
+ GuiLayers
+ Fingers
+ ScaleFactor
+ GetFingers()
+ PointOverGui()
+ RaycastGui()
+ GetAveragePosition()
+ GetAverageOldPosition()
+ GetAveragePullScaled()
+ GetAverageDeltaScaled()
+ GetAverageTwistRadians()
+ EnsureThisComponentExists()
# Update()
```