

MonoBehaviour



C2M2.Interaction.UI.Raycast
InputField

+ menuAnchor
+ targetGraphic
+ defaultColor
+ highlightedColor
+ invalidColor
+ validColor
+ textComponent
+ text
+ placeholder
+ takeFromHolder
and 8 more...
- keyboard
- caretEnabled

+ Activate()
+ Deactivate()
+ CharacterIntake()
+ PrintText()
- Start()
- ValidateInput()
- UpdateDisplayText()
- ColorToDefault()
- ColorToHighlighted()
- ColorToInvalid()
- ColorToValid()
- UpdateCaretPosition()
- caretBlink()
- AppendText()
- RemoveLast()
- SubmitText()