

MonoBehaviour



C2M2.Interaction.UI.VRButton

- + waitTime
- + clickOnEnter
- + clickOnStay
- + clickOnExit
- + deactivateOnEnter
- + deactivateOnStay
- + deactivateOnExit
- button

- Start()
- OnTriggerEnter()
- OnTriggerStay()
- OnTriggerExit()