```
MonoBehaviour
              Δ
     PressEventSignaler
       Pressed
       pressedPrevFrame
       OnHover()
     #
       OnHoverEnd()
     #
       OnPress()
     #
       OnHoldPress()
     #
       OnEndPress()
              Δ
    RaycastEventSignaler
     rightHand
     layerMask
     maxRaycastDistance
     activeEvent
     lastHit
     prev0bj
     OnAwake()
   #
     Awake()
   #
     OnStart()
     OnHover()
     OnHoverEnd()
   #
   #
     OnPress()
     OnHoldPress()
     OnEndPress()
   #
     OnHoverSub()
   #
     OnHoverEndSub()
   and 6 more..
     Start()
     FixedUpdate()
     OnObjectChange()
    FindRaycastTrigger()
C2M2.Interaction.Signaling.
OculusEventSignaler
  controller
  beginRaycastingButton
  toggleMode
  triggerEventsButton
  grabber
  lineRend
  unpressedColor
 pressedColor
  localAvatar
  isLeftHand
  staticHand
  clickDistance
  Toggled
  toggled
  distancePressed
  defaultHand
  OnAwake()
  OnStart()
  BeginRaycastingCondition()
  ChildsPressCondition()
  OnPressSub()
 OnHoldPressSub()
  OnEndPressSub()
  RaycastingMethod()
  StaticHandSetActive()
  LineRendererSetActive()
  CheckPressDistance()
 SearchForHand()
```