

`MonoBehaviour`

```
classDiagram
    class MonoBehaviour
    class C2M2InteractionVRVRGrabbable["C2M2.Interaction.VR.VRGrabbable"]
    C2M2InteractionVRVRGrabbable --|> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is a box representing the `MonoBehaviour` class, divided into three horizontal sections. Below it is a box for `C2M2.Interaction.VR.VRGrabbable`, also divided into three sections. A blue arrow with an open triangular head points from the top section of the lower box to the bottom section of the upper box, indicating that `VRGrabbable` inherits from `MonoBehaviour`.

`C2M2.Interaction.VR.VRGrabbable`

- `Awake()`
- `Start()`
- `RefreshColliders()`