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MonoBehaviour
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C2M2.Interaction.UI.Raycast
          Keyboard

+ keyPrefab
+ specialKeyContainer
+ lowerKeyContainer
+ upperKeyContainer
+ menuAnchor
+ activeField
- hasActiveField
- lastHit
- keyPositions
- specialKeys
- specialKeyLocations
- lowerCharRow0
- lowerCharRow1
- lowerCharRow2
- lowerCharRow3
- upperCharRow0
- upperCharRow1
- upperCharRow2
- upperCharRow3
- positionj
- position0i
- position1i
- position2i
- position3i

+ PassChar()
+ InputFieldActivate()
- Awake()
- OnEnable()
- BuildKeyboard()
```