```
VRRaycastable< Mesh >
```

```
# source
```

```
+ GetSource()
+ SetSource()
# OnAwake()
# BuildChildObject()
# BuildRigidBody()
- Awake()
```

```
C2M2.Interaction.VR.VRRaycastableMesh
```

```
+ raycastTargetObj
```

```
+ GetSource()
+ SetSource()
# OnAwake()
- BuildMeshCollider()
```