

OVRGrabber

```
classDiagram
    class OVRGrabber
    class C2M2InteractionGrabberEmulator["C2M2.Interaction.Grabber Emulator"] {
        + moveSpeed
        # Awake()
    }
    C2M2InteractionGrabberEmulator <|-- OVRGrabber
```

The diagram illustrates a class hierarchy. At the top is the 'OVRGrabber' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. At the bottom is the 'C2M2.Interaction.Grabber Emulator' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. The middle compartment contains the attribute '+ moveSpeed'. The bottom compartment contains the method '# Awake()'. A blue arrow with an open triangular head points from the top of the 'C2M2.Interaction.Grabber Emulator' class to the bottom of the 'OVRGrabber' class, indicating inheritance.

C2M2.Interaction.Grabber
Emulator

+ moveSpeed

Awake()