

MonoBehaviour



C2M2.NeuronalDynamics.Interaction.
NeuronClampInstantiator

- + clampPrefab
- + allActive
- + inactiveCol
- + highlightSphereScale
- + toggleDestroyOVR
- + toggleDestroyOVRs
- + powerModifierPlusKey
- + powerModifierMinusKey
- + highlightOVR
- + highlightOVRs
- + highlightKey
- + simulation
- + Clamps
- + PressedToggleDestroy
- + PowerModifier
- + PressedHighlight
- destroyCount
- holdCount
- thumbstickScaler
- powerClick

- + InstantiateClamp()
- + MonitorInput()
- + ResetInput()
- + HighlightAll()
- CheckInput()
- ToggleAll()
- DestroyAll()