MonoBehaviour C2M2.GameManager + vrDeviceManager simulation + timerLabels + clampInstantiator + clampControllers + walls + wallColor + defaultMaterial + vertexColorationMaterial + lineRendMaterial and 12 more... + instance + mainThreadId + assetsPath + vrIsActive + ovrPlayerController + nonVRCamera + ravcastKevboard isRunning logQ logQCap eLogQ eLogQCap + RaycasterRightChangeColor() + RaycasterLeftChangeColor() + DebugLogSafe() + DebugLogThreadSafe < T > () + DebugLogErrorSafe() + DebugLogErrorThreadSafe < T > () - Awake()

- Update()

OnApplicationQuit()OnApplicationPause()