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C2M2.Interaction.Raycast
EventManager
+ rightTrigger
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- emptyTrigger - nullHit

+ leftTrigger

- + TriggerChangeRight()
- + TriggerChangeLeft()
  + TriggerChangeBoth()
- + TriggerChangeBoth()
  + TriggerEmptyRight()
  - + TriggerEmptyLeft()
- + TriggerEmptyBoth()
  + HoverEvent()
- + HoverEndEvent()
  + PressEvent()
- + HoldEvent()
- and 7 more...
   Awake()