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Enum CollisionEventType

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public enum CollisionEventType
```

Fields

NAME	DESCRIPTION
Impulse	
ImpulseOrVelocity	
Velocity	

Class HVRButton

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRButton
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
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UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
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UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
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```

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UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
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UnityEngine.Object.FindObjectsOfType(System.Type)
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UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
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UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
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System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(Rigidbody))]  
public class HVRButton : MonoBehaviour
```

Fields

AudioButtonDown

Declaration

```
public AudioClip AudioButtonDown
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

AudioButtonUp

Declaration

```
public AudioClip AudioButtonUp
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

Axis

Declaration

```
public Vector3 Axis
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

ButtonDown

Declaration

```
public VRButtonEvent ButtonDown
```

Field Value

TYPE	DESCRIPTION
VRButtonEvent	

ButtonUp

Declaration

```
public VRButtonEvent ButtonUp
```

Field Value

TYPE	DESCRIPTION
VRButtonEvent	

IsPressed

Declaration

```
public bool IsPressed
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

StartPosition

Declaration

```
[Tooltip("The resting position of the button")]
public Vector3 StartPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Threshold

Declaration

```
[Tooltip("How far the button must travel to become pressed.")]
public float Threshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

UpThreshold

Declaration

```
[Tooltip("Threshold to hit on the return to allow the button to be pressed again.")]
public float UpThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

Properties

Rigidbody

Declaration

```
public Rigidbody Rigidbody { get; }
```

Property Value

Type	Description
UnityEngine.Rigidbody	

Methods

Awake()

Declaration

```
protected virtual void Awake()
```

OnButtonDown()

Declaration

```
protected virtual void OnButtonDown()
```

OnButtonUp()

Declaration

```
protected virtual void OnButtonUp()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRButtonEvent

Inheritance

System.Object
UnityEngine.Events.UnityEventBase
UnityEngine.Events.UnityEvent<HVRPhysicsButton>
HVRButtonEvent

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Components.HVRPhysicsButton>.AddListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Components.HVRPhysicsButton>)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Components.HVRPhysicsButton>.RemoveListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Components.HVRPhysicsButton>)
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UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)
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UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)
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System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: HurricaneVR.Framework.Components

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class HVRButtonEvent : UnityEvent<HVRPhysicsButton>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Class HVRCenterOfMassOverride

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRCenterOfMassOverride
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
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UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(Rigidbody))]  
public class HVRCenterOfMassOverride : MonoBehaviour
```

Fields

CenterOfMass

Declaration

```
public Transform CenterOfMass
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Methods

Apply()

Declaration

```
public void Apply()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRClimbable

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRClimbable
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`

`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRClimbable : MonoBehaviour
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRCollisionEvents

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRCollisionEvents
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRCollisionEvents : MonoBehaviour
```

Fields

CollisionType

Declaration

```
[Header("Settings")]
public CollisionEventType CollisionType
```

Field Value

TYPE	DESCRIPTION
CollisionEventType	

ForceThreshold

Declaration

```
[Tooltip("Force threshold to breach to fire the ThresholdMet event")]
public float ForceThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

LastImpulse

Declaration

```
[Header("Debug")]
public float LastImpulse
```

Field Value

TYPE	DESCRIPTION
System.Single	

LastVelocity

Declaration

```
public float LastVelocity
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxImpulse

Declaration

```
public float MaxImpulse
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxVelocity

Declaration

```
public float MaxVelocity
```

Field Value

TYPE	DESCRIPTION
System.Single	

ThresholdMet

Declaration

```
public UnityEvent ThresholdMet
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

VelocityThreshold

Declaration

```
[Tooltip("Collision velocity threshold to breach to fire the ThresholdMetEvent")]
public float VelocityThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

Methods

OnCollisionEnter(Collision)

Declaration

```
protected virtual void OnCollisionEnter(Collision other)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Collision	other	

Extension Methods

`VRUtilities.GetRigidbody(MonoBehaviour)`

`VRUtilities.GetCopyOf<T>(Component, T)`

Class HVRCollisionMonitor

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRCollisionMonitor
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`

`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRCollisionMonitor : MonoBehaviour
```

Fields

Collided

Declaration

```
public bool Collided
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Collider

Declaration

```
public Collider Collider
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Collider	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRControllerOffset

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRControllerOffset
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRControllerOffset : MonoBehaviour
```

Fields

GrabPointPositionOffset

Declaration

```
[Header("Debugging")]
public Vector3 GrabPointPositionOffset
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

GrabPointRotationOffset

Declaration

```
public Vector3 GrabPointRotationOffset
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

HandSide

Declaration

```
public HVRHandSide HandSide
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	

LiveUpdateOffsets

Declaration

```
public bool LiveUpdateOffsets
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

MiscPositionOffset

Declaration

```
public Vector3 MiscPositionOffset
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

MiscRotationOffset

Declaration

```
public Vector3 MiscRotationOffset
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Teleport

Declaration

```
public Transform Teleport
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Properties

ControllerPositionOffset

Declaration

```
public Vector3 ControllerPositionOffset { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

ControllerRotationOffset

Declaration

```
public Vector3 ControllerRotationOffset { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Methods

ApplyOffsets()

Declaration

```
public void ApplyOffsets()
```

Awake()

Declaration

```
protected virtual void Awake()
```

ResetGrabPointOffsets()

Declaration

```
public void ResetGrabPointOffsets()
```

SetGrabPointOffsets(Vector3, Vector3)

Declaration

```
public void SetGrabPointOffsets(Vector3 position, Vector3 rotation)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	position	
UnityEngine.Vector3	rotation	

SetMiscPositionOffset(Vector3, Vector3)

Declaration

```
public void SetMiscPositionOffset(Vector3 position, Vector3 rotation)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	position	
UnityEngine.Vector3	rotation	

Update()

Declaration

```
public void Update()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRControllerOffsets

Inheritance

System.Object
UnityEngine.Object
UnityEngine.ScriptableObject
HVRControllerOffsets

Inherited Members

UnityEngine.ScriptableObject.SetDirty()
UnityEngine.ScriptableObject.CreateInstance(System.String)
UnityEngine.ScriptableObject.CreateInstance(System.Type)
UnityEngine.ScriptableObject.CreateInstance<T>()
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[CreateAssetMenu(menuName = "HurricaneVR/Controller Offsets", fileName = "ControllerOffset")]
public class HVRControllerOffsets : ScriptableObject
```

Fields

CosmosOpenXR

Declaration

```
public HVRDevicePoseOffset CosmosOpenXR
```

Field Value

TYPE	DESCRIPTION
HVRDevicePoseOffset	

CosmosSteamVR

Declaration

```
public HVRDevicePoseOffset CosmosSteamVR
```

Field Value

TYPE	DESCRIPTION
HVRDevicePoseOffset	

KnucklesOpenXR

Declaration

```
public HVRDevicePoseOffset KnucklesOpenXR
```

Field Value

TYPE	DESCRIPTION
HVRDevicePoseOffset	

KnucklesSteamVR

Declaration

```
public HVRDevicePoseOffset KnucklesSteamVR
```

Field Value

TYPE	DESCRIPTION
HVRDevicePoseOffset	

Oculus

Declaration

```
[Header("Unity XR")]
public HVRDevicePoseOffset Oculus
```

Field Value

Type	Description
HVRDevicePoseOffset	

OculusOpenXR

Declaration

```
[Header("OpenXR")]
public HVRDevicePoseOffset OculusOpenXR
```

Field Value

Type	Description
HVRDevicePoseOffset	

OculusSteamVR

Declaration

```
[Header("SteamVR")]
public HVRDevicePoseOffset OculusSteamVR
```

Field Value

Type	Description
HVRDevicePoseOffset	

ReverbG2OpenXR

Declaration

```
public HVRDevicePoseOffset ReverbG2OpenXR
```

Field Value

Type	Description
HVRDevicePoseOffset	

ReverbG2SteamVR

Declaration

```
public HVRDevicePoseOffset ReverbG2SteamVR
```

Field Value

Type	Description
HVRDevicePoseOffset	

ViveOpenXR

Declaration

```
public HVRDevicePoseOffset ViveOpenXR
```

Field Value

TYPE	DESCRIPTION
HVRDevicePoseOffset	

ViveSteamVR

Declaration

```
public HVRDevicePoseOffset ViveSteamVR
```

Field Value

TYPE	DESCRIPTION
HVRDevicePoseOffset	

WMR

Declaration

```
public HVRDevicePoseOffset WMR
```

Field Value

TYPE	DESCRIPTION
HVRDevicePoseOffset	

WMROpenXR

Declaration

```
public HVRDevicePoseOffset WMROpenXR
```

Field Value

TYPE	DESCRIPTION
HVRDevicePoseOffset	

WMRSteamVR

Declaration

```
public HVRDevicePoseOffset WMRSteamVR
```

Field Value

TYPE	DESCRIPTION
HVRDevicePoseOffset	

Methods

GetDeviceOffset(HVRControllerType)

Declaration

```
public HVRDevicePoseOffset GetDeviceOffset(HVRControllerType type)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRControllerType	type	

Returns

TYPE	DESCRIPTION
HVRDevicePoseOffset	

GetDeviceOffset(HVRHandSide)

Declaration

```
public HVRDevicePoseOffset GetDeviceOffset(HVRHandSide side)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	side	

Returns

TYPE	DESCRIPTION
HVRDevicePoseOffset	

Class HVRDamageHandler

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRDamageHandlerBase
HVRDamageHandler
```

Inherited Members

```
HVRDamageHandlerBase.HandleRayCastHit(HVRDamageProvider, RaycastHit)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
```

UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags

System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRDamageHandler : HVRDamageHandlerBase
```

Fields

Damageable

Declaration

```
public bool Damageable
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Descructible

Declaration

```
public HVRDestructible Descructible
```

Field Value

TYPE	DESCRIPTION
HVRDestructible	

Life

Declaration

```
public float Life
```

Field Value

TYPE	DESCRIPTION
System.Single	

Properties

Rigidbody

Declaration

```
public Rigidbody Rigidbody { get; }
```

Property Value

Type	Description
UnityEngine.Rigidbody	

Methods

[HandleDamageProvider\(HVRDamageProvider, Vector3, Vector3\)](#)

Declaration

```
public override void HandleDamageProvider(HVRDamageProvider damageProvider, Vector3 hitPoint, Vector3 direction)
```

Parameters

Type	Name	Description
HVRDamageProvider	damageProvider	
UnityEngine.Vector3	hitPoint	
UnityEngine.Vector3	direction	

Overrides

[HVRDamageHandlerBase.HandleDamageProvider\(HVRDamageProvider, Vector3, Vector3\)](#)

[TakeDamage\(Single\)](#)

Declaration

```
public override void TakeDamage(float damage)
```

Parameters

Type	Name	Description
System.Single	damage	

Overrides

[HVRDamageHandlerBase.TakeDamage\(Single\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRDamageHandlerBase

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRDamageHandlerBase
HVRDamageHandler
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
```

UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)

System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public abstract class HVRDamageHandlerBase : MonoBehaviour
```

Methods

HandleDamageProvider(HVRDamageProvider, Vector3, Vector3)

Declaration

```
public virtual void HandleDamageProvider(HVRDamageProvider damageProvider, Vector3 hitPoint, Vector3 direction)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRDamageProvider	damageProvider	
UnityEngine.Vector3	hitPoint	
UnityEngine.Vector3	direction	

HandleRayCastHit(HVRDamageProvider, RaycastHit)

Declaration

```
public virtual void HandleRayCastHit(HVRDamageProvider damageProvider, RaycastHit hit)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRDamageProvider	damageProvider	
UnityEngine.RaycastHit	hit	

TakeDamage(Single)

Declaration

```
public abstract void TakeDamage(float damage)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	damage	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRDamageProvider

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRDamageProvider
HVRGunBase
HVRAMmo
HVRRayCastGun
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
```

UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name

UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRDamageProvider : MonoBehaviour
```

Fields

Damage

Declaration

```
public float Damage
```

Field Value

TYPE	DESCRIPTION
System.Single	

Force

Declaration

```
public float Force
```

Field Value

TYPE	DESCRIPTION
System.Single	

Methods

Start()

Declaration

```
protected virtual void Start()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRDestroyedEvent

Inheritance

System.Object

UnityEngine.Events.UnityEventBase

UnityEngine.Events.UnityEvent<HVRDestroyListener>

HVRDestroyedEvent

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Components.HVRDestroyListener>.AddListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Components.HVRDestroyListener>)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Components.HVRDestroyListener>.RemoveListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Components.HVRDestroyListener>)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Components.HVRDestroyListener>.FindMethod_Impl(System.String, System.Object)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Components.HVRDestroyListener>.Invoke(HurricaneVR.Framework.Components.HVRDestroyListener)
UnityEngine.Events.UnityEventBase_UnityEngine.ISerializationCallbackReceiver.OnBeforeSerialize()
UnityEngine.Events.UnityEventBase_UnityEngine.ISerializationCallbackReceiver.OnAfterDeserialize()
UnityEngine.Events.UnityEventBase_UnityEngine.GetPersistentEventCount()
UnityEngine.Events.UnityEventBase_UnityEngine.GetPersistentTarget(System.Int32)
UnityEngine.Events.UnityEventBase_UnityEngine.GetPersistentMethodName(System.Int32)
UnityEngine.Events.UnityEventBase_UnityEngine.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)
UnityEngine.Events.UnityEventBase_UnityEngine.AddListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase_UnityEngine.RemoveListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase_UnityEngine.RemoveAllListeners()
UnityEngine.Events.UnityEventBase_UnityEngine.Invoke(System.Object[])
UnityEngine.Events.UnityEventBase_UnityEngine.ToString()
UnityEngine.Events.UnityEventBase_UnityEngine.GetValidMethodInfo(System.Object, System.String, System.Type[])
UnityEngine.Events.UnityEventBase_UnityEngine.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode)
UnityEngine.Events.UnityEventBase_UnityEngine.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode, System.Type)
UnityEngine.Events.UnityEventBase_UnityEngine.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: [HurricaneVR.Framework.dll](#)

Syntax

```
[Serializable]
public class HVRDestroyedEvent : UnityEvent<HVRDestroyListener>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Class HVRDestroyListener

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRDestroyListener
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`

`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRDestroyListener : MonoBehaviour
```

Fields

Destroyed

Declaration

```
public HVRDestroyedEvent Destroyed
```

Field Value

TYPE	DESCRIPTION
HVRDestroyedEvent	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRDestroyTimer

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRDestroyTimer
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`

`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRDestroyTimer : MonoBehaviour
```

Methods

`StartTimer(Single)`

Declaration

```
public void StartTimer(float timeout)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	timeout	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRDestructible

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRDestructible
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRDestructible : MonoBehaviour
```

Fields

DestroyedVersion

Declaration

```
public GameObject DestroyedVersion
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

ExplosionPower

Declaration

```
public float ExplosionPower
```

Field Value

TYPE	DESCRIPTION
System.Single	

ExplosionRadius

Declaration

```
public float ExplosionRadius
```

Field Value

TYPE	DESCRIPTION
System.Single	

ExplosionUpwardsPower

Declaration

```
public float ExplosionUpwardsPower
```

Field Value

TYPE	DESCRIPTION
System.Single	

IgnorePlayerCollision

Declaration

```
public bool IgnorePlayerCollision
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

RemoveDebris

Declaration

```
public bool RemoveDebris
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

RemoveDebrisTimerLower

Declaration

```
public float RemoveDebrisTimerLower
```

Field Value

TYPE	DESCRIPTION
System.Single	

RemoveDebrisTimerUpper

Declaration

```
public float RemoveDebrisTimerUpper
```

Field Value

TYPE	DESCRIPTION
System.Single	

Methods

Destroy()

Declaration

```
public virtual void Destroy()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRDevicePoseOffset

Inheritance

System.Object
HVRDevicePoseOffset

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class HVRDevicePoseOffset
```

Fields

Position

Declaration

```
public Vector3 Position
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Rotation

Declaration

```
[FormerlySerializedAs("_rotation")]
[SerializeField]
public Vector3 Rotation
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Class HVRDial

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRDial
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(HVRGrabbable))]  
public class HVRDial : MonoBehaviour
```

Fields

AudioClip

Declaration

```
public AudioClip AudioClip
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

ClampMaxAngle

Declaration

```
public bool ClampMaxAngle
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Deadzone

Declaration

```
public float Deadzone
```

Field Value

TYPE	DESCRIPTION
System.Single	

DialStepChanged

Declaration

```
public DialSteppedEvent DialStepChanged
```

Field Value

TYPE	DESCRIPTION
DialSteppedEvent	

DialTurned

Declaration

```
public DialTurnedEvent DialTurned
```

Field Value

TYPE	DESCRIPTION
DialTurnedEvent	

DiscardAngle

Declaration

```
public bool DiscardAngle
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LocalAxisStart

Declaration

```
public Vector3 LocalAxisStart
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

LocalRotationAxis

Declaration

```
public Vector3 LocalRotationAxis
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

MaximumAngle

Declaration

```
public float MaximumAngle
```

Field Value

TYPE	DESCRIPTION
System.Single	

RotationTarget

Declaration

```
public Transform RotationTarget
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

SnapTarget

Declaration

```
public bool SnapTarget
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Steps

Declaration

```
public int Steps
```

Field Value

TYPE	DESCRIPTION
System.Int32	

StepSize

Declaration

```
public float StepSize
```

Field Value

TYPE	DESCRIPTION
System.Single	

Properties

Grabbable

Declaration

```
public HVRGrabbable Grabbable { get; }
```

Property Value

TYPE	DESCRIPTION
HVRGrabbable	

PrimaryGrabber

Declaration

```
public HVRHandGrabber PrimaryGrabber { get; }
```

Property Value

TYPE	DESCRIPTION
HVRHandGrabber	

Step

Declaration

```
public int Step { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

Methods

CheckForRotation(Boolean)

Declaration

```
protected void CheckForRotation(bool force = false)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	force	

FixedUpdate()

Declaration

```
protected virtual void FixedUpdate()
```

OnAngleChanged(Single, Single, Single, Boolean)

Declaration

```
protected virtual void OnAngleChanged(float angle, float delta, float percent, bool raiseEvents)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	angle	
System.Single	delta	
System.Single	percent	
System.Boolean	raiseEvents	

OnGrabbed(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected void OnGrabbed(HVRGrabberBase grabber, HVRGrabbable hvrGrabbable)
```

Parameters

Type	Name	Description
HVRGrabberBase	grabber	
HVRGrabbable	hvrGrabbable	

OnReleased(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected void OnReleased(HVRGrabberBase grabber, HVRGrabbable hvrGrabbable)
```

Parameters

Type	Name	Description
HVRGrabberBase	grabber	
HVRGrabbable	hvrGrabbable	

OnStepChanged(Int32, Boolean)

Declaration

```
protected virtual void OnStepChanged(int step, bool raiseEvents)
```

Parameters

Type	Name	Description
System.Int32	step	
System.Boolean	raiseEvents	

Start()

Declaration

```
protected virtual void Start()
```

Update()

Declaration

```
protected virtual void Update()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRDontDestroy

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRDontDestroy
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`

`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRDontDestroy : MonoBehaviour
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRGrabbableHoverBase

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGrabbableHoverBase
[HVRMeshGlowHighlight](#)
[HVRMeshRendererHighlight](#)
[HVRScaleHighlight](#)

Inherited Members

UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)

UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name

UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public abstract class HVRGrabbableHoverBase : MonoBehaviour
```

Fields

HoverPosition

Declaration

```
public HVRHoverPosition HoverPosition
```

Field Value

TYPE	DESCRIPTION
HVRHoverPosition	

LookAtCamera

Declaration

```
public bool LookAtCamera
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Methods

Disable()

Declaration

```
public abstract void Disable()
```

Enable()

Declaration

```
public abstract void Enable()
```

Hover()

Declaration

```
public abstract void Hover()
```

Start()

Declaration

```
protected virtual void Start()
```

Unhover()

Declaration

```
public abstract void Unhover()
```

Update()

Declaration

```
protected virtual void Update()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRGrabbableImpactHaptics

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRImpactHapticsBase
HVRGrabbableImpactHaptics
```

Inherited Members

```
HVRImpactHapticsBase.Data
HVRImpactHapticsBase.Force
HVRImpactHapticsBase.OnCollisionEnter\(Collision\)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRGrabbableImpactHaptics : HVRImpactHapticsBase
```

Fields

Grabbable

Declaration

```
public HVRGrabbable Grabbable
```

Field Value

TYPE	DESCRIPTION
HVRGrabbable	

Methods

Awake()

Declaration

```
protected override void Awake()
```

Overrides

[HVRImpactHapticsBase.Awake\(\)](#)

Vibrate(Single, Single, Single)

Declaration

```
protected override void Vibrate(float duration, float amplitude, float frequency)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	duration	
System.Single	amplitude	
System.Single	frequency	

Overrides

[HVRImpactHapticsBase.Vibrate\(Single, Single, Single\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRHandImpactHaptics

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRImpactHapticsBase
HVRHandImpactHaptics
```

Inherited Members

```
HVRImpactHapticsBase.Data
HVRImpactHapticsBase.Force
HVRImpactHapticsBase.OnCollisionEnter(Collision)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRHandImpactHaptics : HVRImpactHapticsBase
```

Fields

Hand

Declaration

```
public HVRHandGrabber Hand
```

Field Value

TYPE	DESCRIPTION
HVRHandGrabber	

HandGrabbingPrevents

Declaration

```
public bool HandGrabbingPrevents
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Methods

Awake()

Declaration

```
protected override void Awake()
```

Overrides

[HVRImpactHapticsBase.Awake\(\)](#)

Vibrate(Single, Single, Single)

Declaration

```
protected override void Vibrate(float duration, float amplitude, float frequency)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	duration	

TYPE	NAME	DESCRIPTION
System.Single	amplitude	
System.Single	frequency	

Overrides

[HVRImpactHapticsBase.Vibrate\(Single, Single, Single\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRHandPoseRecorder

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRHandPoseRecorder
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRHandPoseRecorder : MonoBehaviour
```

Fields

Counter

Declaration

```
public int Counter
```

Field Value

TYPE	DESCRIPTION
System.Int32	

DisablePhysics

Declaration

```
public bool DisablePhysics
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

FadeTimer

Declaration

```
public float FadeTimer
```

Field Value

TYPE	DESCRIPTION
System.Single	

Folder

Declaration

```
public string Folder
```

Field Value

TYPE	DESCRIPTION
System.String	

LeftHand

Declaration

```
public HVRPosableHand LeftHand
```

Field Value

TYPE	DESCRIPTION
HVRPosableHand	

LeftPhysics

Declaration

```
public HVRHandPhysics LeftPhysics
```

Field Value

TYPE	DESCRIPTION
HVRHandPhysics	

RemoveClones

Declaration

```
public bool RemoveClones
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

RightHand

Declaration

```
public HVRPosableHand RightHand
```

Field Value

TYPE	DESCRIPTION
HVRPosableHand	

RightPhysics

Declaration

```
public HVRHandPhysics RightPhysics
```

Field Value

TYPE	DESCRIPTION
HVRHandPhysics	

Methods

RemoveClone(GameObject)

Declaration

```
public IEnumerator RemoveClone(GameObject clone)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.GameObject	clone	

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

SnapshotLeft()

Declaration

```
public void SnapshotLeft()
```

SnapshotRight()

Declaration

```
public void SnapshotRight()
```

Start()

Declaration

```
public void Start()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Enum HVRHoverPosition

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum HVRHoverPosition
```

Fields

NAME	DESCRIPTION
GrabPoint	
Self	
Transform	

Class HVRImpactHaptics

Inheritance

System.Object
UnityEngine.Object
UnityEngine.ScriptableObject
HVRImpactHaptics

Inherited Members

UnityEngine.ScriptableObject.SetDirty()
UnityEngine.ScriptableObject.CreateInstance(System.String)
UnityEngine.ScriptableObject.CreateInstance(System.Type)
UnityEngine.ScriptableObject.CreateInstance<T>()
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[CreateAssetMenu(menuName = "HurricaneVR/Impact Haptics", fileName = "ImpactHaptics")]
public class HVRImpactHaptics : ScriptableObject
```

Fields

AmpCurve

Declaration

```
public AnimationCurve AmpCurve
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AnimationCurve	

Duration

Declaration

```
public float Duration
```

Field Value

TYPE	DESCRIPTION
System.Single	

Frequency

Declaration

```
public float Frequency
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxForce

Declaration

```
public float MaxForce
```

Field Value

TYPE	DESCRIPTION
System.Single	

SqrMagThreshold

Declaration

```
public float SqrMagThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

Timeout

Declaration

```
public float Timeout
```

Field Value

TYPE	DESCRIPTION
System.Single	

Methods

Reset()

Declaration

```
public void Reset()
```

Class HVRImpactHapticsBase

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRImpactHapticsBase
HVRGrabbableImpactHaptics
HVRHandImpactHaptics
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
```

UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags

System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public abstract class HVRImpactHapticsBase : MonoBehaviour
```

Fields

Data

Declaration

```
public HVRImpactHaptics Data
```

Field Value

Type	Description
HVRImpactHaptics	

Force

Declaration

```
[Header("Debug")]
public float Force
```

Field Value

Type	Description
System.Single	

Methods

Awake()

Declaration

```
protected virtual void Awake()
```

OnCollisionEnter(Collision)

Declaration

```
protected virtual void OnCollisionEnter(Collision other)
```

Parameters

Type	Name	Description
UnityEngine.Collision	other	

Vibrate(Single, Single, Single)

Declaration

```
protected virtual void Vibrate(float duration, float amplitude, float frequency)
```

Parameters

Type	Name	Description
System.Single	duration	
System.Single	amplitude	
System.Single	frequency	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRLever

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRLever
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(HVRGrabbable))]  
[RequireComponent(typeof(HingeJoint))]  
public class HVRLever : MonoBehaviour
```

Fields

AudioClip

Declaration

```
[Tooltip("SFX to play whenever the lever snaps")]  
public AudioClip AudioClip
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

CurrentAngle

Declaration

```
public float CurrentAngle
```

Field Value

TYPE	DESCRIPTION
System.Single	

CurrentStep

Declaration

```
public int CurrentStep
```

Field Value

TYPE	DESCRIPTION
System.Int32	

DiscardAngle

Declaration

```
[Header("Settings")]  
[Tooltip("When the lever is released with Snap mode, should the grabbable handle snap to the RotationTarget")]  
public bool DiscardAngle
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

HingeJoint

Declaration

```
protected HingeJoint HingeJoint
```

Field Value

TYPE	DESCRIPTION
UnityEngine.HingeJoint	

LocalAxisStart

Declaration

```
[Tooltip("Vector of the starting 0 angle of the lever.")]
public Vector3 LocalAxisStart
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

LocalRotationAxis

Declaration

```
public Vector3 LocalRotationAxis
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

MaxAngle

Declaration

```
public float MaxAngle
```

Field Value

TYPE	DESCRIPTION
System.Single	

MinAngle

Declaration

```
[Header("Debug")]
public float MinAngle
```

Field Value

TYPE	DESCRIPTION
System.Single	

Moved

Declaration

```
public LeverMovedEvent Moved
```

Field Value

TYPE	DESCRIPTION
LeverMovedEvent	

Offset

Declaration

```
[Tooltip("Angle offset the lever starts in relation to LocalAxisStart field")]
public float Offset
```

Field Value

TYPE	DESCRIPTION
System.Single	

RotationTarget

Declaration

```
[Header("Transforms")]
[Tooltip("Target transform to rotate if the visual handle is not this object")]
public Transform RotationTarget
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

SnapTarget

Declaration

```
[Tooltip("Rotation Target snaps to the step angle size")]
public bool SnapTarget
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Stepped

Declaration

```
public LeverSteppedEvent Stepped
```

Field Value

TYPE	DESCRIPTION
LeverSteppedEvent	

Steps

Declaration

```
[Tooltip("Amount of steps the lever will click")]
public int Steps
```

Field Value

TYPE	DESCRIPTION
System.Int32	

StepSize

Declaration

```
public float StepSize
```

Field Value

TYPE	DESCRIPTION
System.Single	

Tracker

Declaration

```
[Tooltip("Used to track the delta angle change, use with TrackerAxis.")]
public Transform Tracker
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

TrackerAxis

Declaration

```
[Tooltip("Choose an axis that isn't the same as the hinge axis")]
public Vector3 TrackerAxis
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Properties

Grabbable

Declaration

```
public HVRGrabbable Grabbable { get; }
```

Property Value

TYPE	DESCRIPTION
HVRGrabbable	

PrimaryGrabber

Declaration

```
public HVRGrabberBase PrimaryGrabber { get; }
```

Property Value

TYPE	DESCRIPTION
HVRGrabberBase	

Range

Declaration

```
public float Range { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Rigidbody

Declaration

```
public Rigidbody Rigidbody { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

Methods

FixedUpdate()

Declaration

```
protected virtual void FixedUpdate()
```

OnAngleChanged(Single, Single, Single, Boolean)

Declaration

```
protected virtual void OnAngleChanged(float angle, float delta, float percent, bool raiseEvents = true)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	angle	
System.Single	delta	
System.Single	percent	
System.Boolean	raiseEvents	

OnGrabbed(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected void OnGrabbed(HVRGrabberBase grabber, HVRGrabbable hvrGrabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	
HVRGrabbable	hvrGrabbable	

OnReleased(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected void OnReleased(HVRGrabberBase grabber, HVRGrabbable hvrGrabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	
HVRGrabbable	hvrGrabbable	

OnStepChanged(Int32, Boolean)

Declaration

```
protected virtual void OnStepChanged(int step, bool raiseEvents = true)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	step	
System.Boolean	raiseEvents	

Start()

Declaration

```
protected void Start()
```

Extension Methods

`VRUtilities.GetRigidbody(MonoBehaviour)`

`VRUtilities.GetCopyOf<T>(Component, T)`

Class HVRMeshGlowHighlight

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[HVRGrabbableHoverBase](#)
HVRMeshGlowHighlight

Inherited Members

[HVRGrabbableHoverBase.HoverPosition](#)
[HVRGrabbableHoverBase.LookAtCamera](#)
[HVRGrabbableHoverBase.Start\(\)](#)
[HVRGrabbableHoverBase.Update\(\)](#)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()

UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)

UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRMeshGlowHighlight : HVRGrabbableHoverBase
```

Methods

Disable()

Declaration

```
public override void Disable()
```

Overrides

[HVRGrabbableHoverBase.Disable\(\)](#)

Enable()

Declaration

```
public override void Enable()
```

Overrides

[HVRGrabbableHoverBase.Enable\(\)](#)

Hover()

Declaration

```
public override void Hover()
```

Overrides

[HVRGrabbableHoverBase.Hover\(\)](#)

Unhover()

Declaration

```
public override void Unhover()
```

Overrides

[HVRGrabbableHoverBase.Unhover\(\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRMeshRendererHighlight

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[HVRGrabbableHoverBase](#)
HVRMeshRendererHighlight

Inherited Members

[HVRGrabbableHoverBase.HoverPosition](#)
[HVRGrabbableHoverBase.LookAtCamera](#)
[HVRGrabbableHoverBase.Update\(\)](#)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentInParent(System.Type, System.Boolean)

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(MeshRenderer))]  
public class HVRMeshRendererHighlight : HVRGrabbableHoverBase
```

Properties

Renderer

Declaration

```
public MeshRenderer Renderer { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.MeshRenderer	

Methods

Disable()

Declaration

```
public override void Disable()
```

Overrides

[HVRGrabbableHoverBase.Disable\(\)](#)

Enable()

Declaration

```
public override void Enable()
```

Overrides

[HVRGrabbableHoverBase.Enable\(\)](#)

Hover()

Declaration

```
public override void Hover()
```

Overrides

[HVRGrabbableHoverBase.Hover\(\)](#)

Start()

Declaration

```
protected override void Start()
```

Overrides

[HVRGrabbableHoverBase.Start\(\)](#)

Unhover()

Declaration

```
public override void Unhover()
```

Overrides

[HVRGrabbableHoverBase.Unhover\(\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRParentOnStart

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRParentOnStart
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`
`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRParentOnStart : MonoBehaviour
```

Fields

Parent

Declaration

```
public Transform Parent
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

WorldPositionStays

Declaration

```
public bool WorldPositionStays
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRPhysicsButton

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRPhysicsButton
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(Rigidbody))]  
public class HVRPhysicsButton : MonoBehaviour
```

Fields

Axis

Declaration

```
[Header("Settings")]  
public HVRAxis Axis
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRAxis	

ButtonDown

Declaration

```
public HVRButtonEvent ButtonDown
```

Field Value

TYPE	DESCRIPTION
HVRButtonEvent	

ButtonUp

Declaration

```
public HVRButtonEvent ButtonUp
```

Field Value

TYPE	DESCRIPTION
HVRButtonEvent	

ConnectedBody

Declaration

```
public Rigidbody ConnectedBody
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

Damper

Declaration

```
public float Damper
```

Field Value

TYPE	DESCRIPTION
System.Single	

DownThreshold

Declaration

```
[Header("Button Positions")]
[Tooltip("How far the button must travel to become pressed.")]
public float DownThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

EndPosition

Declaration

```
[Tooltip("Furthest position the button can travel")]
public Vector3 EndPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

InvokeButtonDown

Declaration

```
public bool InvokeButtonDown
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsPressed

Declaration

```
[Header("Debug")]
public bool IsPressed
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

ResetThreshold

Declaration

```
[Tooltip("Threshold to hit on the return to allow the button to be pressed again.")]  
public float ResetThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

SFXButtonDown

Declaration

```
[Header("SFX")]  
public AudioClip SFXButtonDown
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

SFXButtonUp

Declaration

```
public AudioClip SFXButtonUp
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

Spring

Declaration

```
public float Spring
```

Field Value

TYPE	DESCRIPTION
System.Single	

StartPosition

Declaration

```
[Tooltip("The resting position of the button")]  
public Vector3 StartPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

TYPE	DESCRIPTION

UpdateSpring

Declaration

```
public bool UpdateSpring
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Properties

Rigidbody

Declaration

```
public Rigidbody Rigidbody { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

Methods

Awake()

Declaration

```
protected virtual void Awake()
```

OnButtonDown()

Declaration

```
protected virtual void OnButtonDown()
```

OnButtonUp()

Declaration

```
protected virtual void OnButtonUp()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRPhysicsDial

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRPhysicsDial
HVRPhysicsLever
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
```

UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)

```
System.Object.GetType()  
System.Object.MemberwiseClone()  
System.Object.ReferenceEquals(System.Object, System.Object)
```

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(Rigidbody))]  
public class HVRPhysicsDial : MonoBehaviour
```

Fields

Axis

Declaration

```
[Header("Settings")]  
[Tooltip("Local axis of rotation")]  
public HVRAxis Axis
```

Field Value

Type	Description
HurricaneVR.Framework.Shared.HVRAxis	

ConnectedBody

Declaration

```
[Tooltip("Rigidbody to connect the joint to")]  
public Rigidbody ConnectedBody
```

Field Value

Type	Description
UnityEngine.Rigidbody	

Damper

Declaration

```
[Tooltip("Angular Damper when the dial is not grabbed")]  
public float Damper
```

Field Value

Type	Description
System.Single	

DisableGravity

Declaration

```
public bool DisableGravity
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

GrabbedDamper

Declaration

```
[Header("Joint Settings")]
[Tooltip("Angular Damper when the dial is grabbed")]
public float GrabbedDamper
```

Field Value

TYPE	DESCRIPTION
System.Single	

JointStartRotation

Declaration

```
[Header("Editor")]
[SerializeField]
protected Quaternion JointStartRotation
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Quaternion	

LimitRotation

Declaration

```
[Header("Joint Limits")]
public bool LimitRotation
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

MaxAngle

Declaration

```
[Tooltip("Maximum rotation about the axis of rotation")]
public float MaxAngle
```

Field Value

TYPE	DESCRIPTION
System.Single	

MinAngle

Declaration

```
[Tooltip("Minimum Angle about the axis of rotation")]
public float MinAngle
```

Field Value

TYPE	DESCRIPTION
System.Single	

Spring

Declaration

```
public float Spring
```

Field Value

TYPE	DESCRIPTION
System.Single	

StopOnRelease

Declaration

```
[Tooltip("If true the angular velocity will be zero'd out on release.")]
public bool StopOnRelease
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

TargetAngularVelocity

Declaration

```
[Header("Debugging Tools")]
public float TargetAngularVelocity
```

Field Value

TYPE	DESCRIPTION
System.Single	

Properties

Grabbable

Declaration

```
public HVRGrabbable Grabbable { get; }
```

Property Value

TYPE	DESCRIPTION
HVRGrabbable	

Joint

Declaration

```
public ConfigurableJoint Joint { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.ConfigurableJoint	

Rigidbody

Declaration

```
public Rigidbody Rigidbody { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

Methods

AfterJointCreated(ConfigurableJoint)

Declaration

```
protected virtual void AfterJointCreated(ConfigurableJoint joint)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	

Awake()

Declaration

```
protected virtual void Awake()
```

ResetLimits()

Declaration

```
public void ResetLimits()
```

SetLimits(Single, Single)

Declaration

```
public void SetLimits(float minAngle, float maxAngle)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	minAngle	

TYPE	NAME	DESCRIPTION
System.Single	maxAngle	

SetupJoint()

Declaration

```
protected virtual void SetupJoint()
```

Start()

Declaration

```
protected virtual void Start()
```

Update()

Declaration

```
protected virtual void Update()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRPhysicsDoor

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRPhysicsDoor
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(HVRRotationTracker))]  
[RequireComponent(typeof(Rigidbody))]  
public class HVRPhysicsDoor : MonoBehaviour
```

Fields

Axis

Declaration

```
[Header("Settings")]  
[Tooltip("Local axis of rotation")]  
public HVRAxis Axis
```

Field Value

Type	Description
HurricaneVR.Framework.Shared.HVRAxis	

CloseAngle

Declaration

```
[Header("Door Closing Settings")]  
public float CloseAngle
```

Field Value

Type	Description
System.Single	

Closed

Declaration

```
public bool Closed
```

Field Value

Type	Description
System.Boolean	

CloseDetectionTime

Declaration

```
public float CloseDetectionTime
```

Field Value

TYPE	DESCRIPTION
System.Single	

CloseOverTime

Declaration

```
public float CloseOverTime
```

Field Value

TYPE	DESCRIPTION
System.Single	

ConnectedBody

Declaration

```
[Tooltip("Rigidbody to connect the joint to")]
public Rigidbody ConnectedBody
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

Damper

Declaration

```
[Header("Joint Settings")]
[Tooltip("Angular Damper when the dial is not grabbed")]
public float Damper
```

Field Value

TYPE	DESCRIPTION
System.Single	

DisableGravity

Declaration

```
public bool DisableGravity
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

DoorClosed

Declaration

```
public bool DoorClosed
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

DoorKnob

Declaration

```
public HVRPhysicsDial DoorKnob
```

Field Value

TYPE	DESCRIPTION
HVRPhysicsDial	

DoorLatched

Declaration

```
public bool DoorLatched
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

HandleGrabbable

Declaration

```
public HVRGrabbable HandleGrabbable
```

Field Value

TYPE	DESCRIPTION
HVRGrabbable	

HandleRequiresRotation

Declaration

```
[Header("Handle")]
public bool HandleRequiresRotation
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

HandleRotationTracker

Declaration

```
public HVRRotationTracker HandleRotationTracker
```

Field Value

TYPE	DESCRIPTION
HVRRotationTracker	

HandleThreshold

Declaration

```
public float HandleThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

LimitRotation

Declaration

```
[Header("Joint Limits")]
public bool LimitRotation
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Locked

Declaration

```
public bool Locked
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Mass

Declaration

```
public float Mass
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxAngle

Declaration

```
[Tooltip("Maximum rotation about the axis of rotation")]
public float MaxAngle
```

Field Value

TYPE	DESCRIPTION
System.Single	

MinAngle

Declaration

```
[Tooltip("Minimum Angle about the axis of rotation")]
public float MinAngle
```

Field Value

TYPE	DESCRIPTION
System.Single	

Opened

Declaration

```
public bool Opened
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

PreviousClosed

Declaration

```
public bool PreviousClosed
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

PreviousDoorLatched

Declaration

```
public bool PreviousDoorLatched
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

SFXClosed

Declaration

```
public AudioClip SFXClosed
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

SFXOpened

Declaration

```
public AudioClip SFXOpened
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

SFXPosition

Declaration

```
public Transform SFXPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

SFXResetThreshold

Declaration

```
public float SFXResetThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

SFXThresholdAngle

Declaration

```
[Header("SFX")]
public float SFXThresholdAngle
```

Field Value

TYPE	DESCRIPTION
System.Single	

SFXTIMEOUT

Declaration

```
public float SFXTIMEOUT
```

Field Value

TYPE	DESCRIPTION
System.Single	

Spring

Declaration

```
public float Spring
```

Field Value

TYPE	DESCRIPTION
System.Single	

StartLocked

Declaration

```
public bool StartLocked
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

TargetAngularVelocity

Declaration

```
[Header("Debugging")]
public float TargetAngularVelocity
```

Field Value

TYPE	DESCRIPTION
System.Single	

VerboseLogging

Declaration

```
public bool VerboseLogging
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Properties

Joint

Declaration

```
protected ConfigurableJoint Joint { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.ConfigurableJoint	

Rigidbody

Declaration

```
public Rigidbody Rigidbody { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

Tracker

Declaration

```
public HVRRotationTracker Tracker { get; }
```

Property Value

TYPE	DESCRIPTION
HVRRotationTracker	

Methods

DoorCloseRoutine()

Declaration

```
protected IEnumerator DoorCloseRoutine()
```

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

Lock()

Declaration

```
public virtual void Lock()
```

LockDoorJoint()

Declaration

```
protected virtual void LockDoorJoint()
```

LockDoorKnob()

Declaration

```
protected virtual void LockDoorKnob()
```

OnDoorClosed()

Declaration

```
protected virtual void OnDoorClosed()
```

OnDoorLatched()

Declaration

```
protected virtual void OnDoorLatched()
```

OnDoorOpened()

Declaration

```
protected virtual void OnDoorOpened()
```

OnDoorUnLatched()

Declaration

```
protected virtual void OnDoorUnLatched()
```

PlayClosedSFX()

Declaration

```
protected virtual void PlayClosedSFX()
```

PlayOpenedSFX()

Declaration

```
protected virtual void PlayOpenedSFX()
```

Start()

Declaration

```
public virtual void Start()
```

Unlock()

Declaration

```
public virtual void Unlock()
```

UnlockDoorJoint()

Declaration

```
protected virtual void UnlockDoorJoint()
```

UnlockDoorKnob()

Declaration

```
protected virtual void UnlockDoorKnob()
```

Update()

Declaration

```
protected virtual void Update()
```

Extension Methods

`VRUtilities.GetRigidbody(MonoBehaviour)`

`VRUtilities.GetCopyOf<T>(Component, T)`

Class HVRPhysicsDrawer

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRPhysicsDrawer
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(Rigidbody))]  
public class HVRPhysicsDrawer : MonoBehaviour
```

Fields

Axis

Declaration

```
[Header("Settings")]  
public HVRAxis Axis
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRAxis	

Closed

Declaration

```
public bool Closed
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

ConnectedBody

Declaration

```
public Rigidbody ConnectedBody
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

Damper

Declaration

```
public float Damper
```

Field Value

TYPE	DESCRIPTION
System.Single	

EndPosition

Declaration

```
[Tooltip("Furthest position the button can travel")]
public Vector3 EndPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Opened

Declaration

```
public bool Opened
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

OpenPosition

Declaration

```
public Vector3 OpenPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

PreviousClosed

Declaration

```
public bool PreviousClosed
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

PreviousOpened

Declaration

```
public bool PreviousOpened
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

SFXClosed

Declaration

```
public AudioClip SFXClosed
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

SFXOpened

Declaration

```
public AudioClip SFXOpened
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

SFXResetThreshold

Declaration

```
[Header("SFX")]
public float SFXResetThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

Spring

Declaration

```
public float Spring
```

Field Value

TYPE	DESCRIPTION
System.Single	

StartPosition

Declaration

```
[Header("Editor Fields")]
[Tooltip("The resting position of the button")]
public Vector3 StartPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

UpdateSpring

Declaration

```
[Header("Debug")]
public bool UpdateSpring
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Properties

Rigidbody

Declaration

```
public Rigidbody Rigidbody { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

Methods

Awake()

Declaration

```
protected virtual void Awake()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRPhysicsLever

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRPhysicsDial
HVRPhysicsLever
```

Inherited Members

```
HVRPhysicsDial.Axis
HVRPhysicsDial.ConnectedBody
HVRPhysicsDial.StopOnRelease
HVRPhysicsDial.DisableGravity
HVRPhysicsDial.LimitRotation
HVRPhysicsDial.MinAngle
HVRPhysicsDial.MaxAngle
HVRPhysicsDial.GrabbedDamper
HVRPhysicsDial.Damper
HVRPhysicsDial.Spring
HVRPhysicsDial.JointStartRotation
HVRPhysicsDial.TargetAngularVelocity
HVRPhysicsDial.Rigidbody
HVRPhysicsDial.Grabbable
HVRPhysicsDial.Joint
HVRPhysicsDial.Awake()
HVRPhysicsDial.Start()
HVRPhysicsDial.Update()
HVRPhysicsDial.SetupJoint()
HVRPhysicsDial.AfterJointCreated(ConfigurableJoint)
HVRPhysicsDial.SetLimits(Single, Single)
HVRPhysicsDial.ResetLimits()
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
```

UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTo(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)

UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(Rigidbody))]  
public class HVRPhysicsLever : HVRPhysicsDial
```

Fields

DrawGizmos

Declaration

```
public bool DrawGizmos
```

Field Value

Type	Description
System.Boolean	

Methods

OnDrawGizmosSelected()

Declaration

```
public void OnDrawGizmosSelected()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

VRUtilities.GetCopyOf<T>(Component, T)

Class HVRRigidbodyLocker

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRRigidbodyLocker
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`
`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Components](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRRigidbodyLocker : MonoBehaviour
```

Fields

Locks

Declaration

```
public LockOptions Locks
```

Field Value

TYPE	DESCRIPTION
LockOptions	

Methods

LateUpdate()

Declaration

```
public void LateUpdate()
```

Start()

Declaration

```
public void Start()
```

Update()

Declaration

```
public void Update()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRRigidBodyOverrides

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRRigidBodyOverrides
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(Rigidbody))]  
public class HVRigidBodyOverrides : MonoBehaviour
```

Fields

CenterOfMass

Declaration

```
public Vector3 CenterOfMass
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

COMGizmoSize

Declaration

```
[Header("Debug")]  
public Vector3 COMGizmoSize
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

InertiaTensor

Declaration

```
public Vector3 InertiaTensor
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

InertiaTensorRotation

Declaration

```
public Vector3 InertiaTensorRotation
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

LiveUpdate

Declaration

```
public bool LiveUpdate
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

MaxAngularVelocity

Declaration

```
public float MaxAngularVelocity
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxDepenetration

Declaration

```
public float MaxDepenetration
```

Field Value

TYPE	DESCRIPTION
System.Single	

OverrideAngularSpeed

Declaration

```
public bool OverrideAngularSpeed
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

OverrideCOM

Declaration

```
public bool OverrideCOM
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

OverrideMaxDepenetration

Declaration

```
public bool OverrideMaxDepenetration
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

OverrideRotation

Declaration

```
public bool OverrideRotation
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

OverrideTensor

Declaration

```
public bool OverrideTensor
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Rigidbody

Declaration

```
public Rigidbody Rigidbody
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

Methods

ApplyOverrides()

Declaration

```
public void ApplyOverrides()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRRingHighlight

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGrabbableHoverBase
HVRScaleHighlight
HVRRingHighlight
```

Inherited Members

```
HVRScaleHighlight.HoverScale
HVRScaleHighlight.UnhoverScale
HVRScaleHighlight.ScaleSpeed
HVRScaleHighlight.Hover()
HVRScaleHighlight.Unhover()
HVRGrabbableHoverBase.HoverPosition
HVRGrabbableHoverBase.LookAtCamera
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
```

UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)

```
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
```

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(MeshRenderer))]
public class HVRRingHighlight : HVRScaleHighlight
```

Fields

Camera

Declaration

```
public Transform Camera
```

Field Value

Type	Description
UnityEngine.Transform	

Delay

Declaration

```
[Tooltip("Timeout to check line of sight")]
public float Delay
```

Field Value

Type	Description
System.Single	

Distance

Declaration

```
[Header("Settings")]
[Tooltip("Ring must be within this distance from the camera to be displayed")]
public float Distance
```

Field Value

Type	Description
System.Single	

LayerMask

Declaration

```
[Tooltip("Layer mask for checking line of sight, include the layer of the camera(default is Player)")]
public LayerMask LayerMask
```

Field Value

TYPE	DESCRIPTION
UnityEngine.LayerMask	

LineOfSightThreshold

Declaration

```
[Tooltip("Check line of sight only if distance greater than this")]
public float LineOfSightThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

RequireLineOfSight

Declaration

```
[Header("Line of Sight Settings")]
[Tooltip("Use ray cast to the camera collider to determine if we should show")]
public bool RequireLineOfSight
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Properties

Ring

Declaration

```
public MeshRenderer Ring { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.MeshRenderer	

Methods

Disable()

Declaration

```
public override void Disable()
```

Overrides

[HVRScaleHighlight.Disable\(\)](#)

[Enable\(\)](#)

Declaration

```
public override void Enable()
```

Overrides

[HVRScaleHighlight.Enable\(\)](#)

[Start\(\)](#)

Declaration

```
protected override void Start()
```

Overrides

[HVRScaleHighlight.Start\(\)](#)

[Update\(\)](#)

Declaration

```
protected override void Update()
```

Overrides

[HVRScaleHighlight.Update\(\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRRotationLimiter

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRRotationLimiter
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
Namespace: [HurricaneVR.Framework.Components](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(Rigidbody))]  
[RequireComponent(typeof(HVRRotationTracker))]  
public class HVRRotationLimiter : MonoBehaviour
```

Fields

ConnectedBody

Declaration

```
public Rigidbody ConnectedBody
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

JointResetThreshold

Declaration

```
public float JointResetThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxAngle

Declaration

```
public int MaxAngle
```

Field Value

TYPE	DESCRIPTION
System.Int32	

maxDelta

Declaration

```
[Header("Debugging")]  
public float maxDelta
```

Field Value

TYPE	DESCRIPTION
System.Single	

MinAngle

Declaration

```
public int MinAngle
```

Field Value

TYPE	DESCRIPTION
System.Int32	

minDelta

Declaration

```
public float minDelta
```

Field Value

TYPE	DESCRIPTION
System.Single	

PhysxMaxLimit

Declaration

```
public const float PhysxMaxLimit = 177F
```

Field Value

TYPE	DESCRIPTION
System.Single	

Properties

Rigidbody

Declaration

```
public Rigidbody Rigidbody { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

Tracker

Declaration

```
public HVRRotationTracker Tracker { get; }
```

Property Value

TYPE	DESCRIPTION
HVRRotationTracker	

Methods

FixedUpdate()

Declaration

```
protected virtual void FixedUpdate()
```

Start()

Declaration

```
protected virtual void Start()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRRotationSFX

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRRotationSFX
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRRotationSFX : MonoBehaviour
```

Fields

AngleAccumulated

Declaration

```
[Header("Debug")]
public float AngleAccumulated
```

Field Value

TYPE	DESCRIPTION
System.Single	

AngleThreshold

Declaration

```
public float AngleThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

SFX

Declaration

```
public AudioClip[] SFX
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip[]	

Tracker

Declaration

```
public HVRRotationTracker Tracker
```

Field Value

TYPE	DESCRIPTION
HVRRotationTracker	

Methods

Awake()

Declaration

```
protected virtual void Awake()
```

PlaySFX(AudioClip)

Declaration

```
protected virtual void PlaySFX(AudioClip sfx)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.AudioClip	sfx	

Update()

Declaration

```
public void Update()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRRotationTracker

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRRotationTracker
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRotationTracker : MonoBehaviour
```

Fields

AngleChanged

Declaration

```
public RotationTrackerAngleEvent AngleChanged
```

Field Value

TYPE	DESCRIPTION
RotationTrackerAngleEvent	

AngleThreshold

Declaration

```
[Tooltip("Threshold to reach to fire the Angle changed method and events")]
public float AngleThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

Axis

Declaration

```
[Tooltip("Local axis of rotation")]
public HVRAxis Axis
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRAxis	

MaximumAngle

Declaration

```
[Tooltip("Max angle for Step Size calculation, should match limits set on whatever is controlling the
rotational limits of this object")]
public float MaximumAngle
```

Field Value

TYPE	DESCRIPTION
System.Single	

Step

Declaration

```
public int Step
```

Field Value

TYPE	DESCRIPTION
System.Int32	

StepChanged

Declaration

```
public RotationTrackerStepEvent StepChanged
```

Field Value

TYPE	DESCRIPTION
RotationTrackerStepEvent	

Steps

Declaration

```
[Tooltip("Number of Steps")]
public int Steps
```

Field Value

TYPE	DESCRIPTION
System.Int32	

StepSize

Declaration

```
[Header("Debug")]
public float StepSize
```

Field Value

TYPE	DESCRIPTION
System.Single	

Properties

Angle

Declaration

```
public float Angle { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

AxisOfRotation

Declaration

```
public Vector3 AxisOfRotation { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

ClampedAngle

Declaration

```
public float ClampedAngle { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

UnsignedAngle

Declaration

```
public float UnsignedAngle { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Methods

OnAngleChanged(Single, Single)

Declaration

```
protected virtual void OnAngleChanged(float angle, float delta)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	angle	
System.Single	delta	

OnStepChanged(Int32, Boolean)

Declaration

```
protected virtual void OnStepChanged(int step, bool raiseEvents)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	step	
System.Boolean	raiseEvents	

Start()

Declaration

```
protected virtual void Start()
```

Update()

Declaration

```
protected virtual void Update()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRScaleHighlight

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[HVRGrabbableHoverBase](#)
[HVRScaleHighlight](#)
[HVRRingHighlight](#)

Inherited Members

[HVRGrabbableHoverBase.HoverPosition](#)
[HVRGrabbableHoverBase.LookAtCamera](#)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRScaleHighlight : HVRGrabbableHoverBase
```

Fields

HoverScale

Declaration

```
public Vector3 HoverScale
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

ScaleSpeed

Declaration

```
public float ScaleSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

UnhoverScale

Declaration

```
public Vector3 UnhoverScale
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Methods

Disable()

Declaration

```
public override void Disable()
```

Overrides

[HVRGrabbableHoverBase.Disable\(\)](#)

Enable()

Declaration

```
public override void Enable()
```

Overrides

[HVRGrabbableHoverBase.Enable\(\)](#)

Hover()

Declaration

```
public override void Hover()
```

Overrides

[HVRGrabbableHoverBase.Hover\(\)](#)

Start()

Declaration

```
protected override void Start()
```

Overrides

[HVRGrabbableHoverBase.Start\(\)](#)

Unhover()

Declaration

```
public override void Unhover()
```

Overrides

[HVRGrabbableHoverBase.Unhover\(\)](#)

Update()

Declaration

```
protected override void Update()
```

Overrides

[HVRGrabbableHoverBase.Update\(\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRThrowingCenterOfMass

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRThrowingCenterOfMass
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRThrowingCenterOfMass : MonoBehaviour
```

Fields

CenterOfMass

Declaration

```
public Transform CenterOfMass
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Fallback

Declaration

```
public Transform Fallback
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

HandSide

Declaration

```
public HVRHandSide HandSide
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	

Knuckles

Declaration

```
public Transform Knuckles
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Oculus

Declaration

```
public Transform Oculus
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Vive

Declaration

```
public Transform Vive
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

WMR

Declaration

```
public Transform WMR
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRTwoHandStrength

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRTwoHandStrength
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(HVRGrabbable))]  
public class HVRTwoHandStrength : MonoBehaviour
```

Fields

Others

Declaration

```
public HVRGrabbable[] Others
```

Field Value

TYPE	DESCRIPTION
HVRGrabbable[]	

Properties

Grabbable

Declaration

```
public HVRGrabbable Grabbable { get; }
```

Property Value

TYPE	DESCRIPTION
HVRGrabbable	

Methods

Awake()

Declaration

```
protected virtual void Awake()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Enum LockOptions

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Flags]
public enum LockOptions
```

Fields

NAME	DESCRIPTION
None	
PosX	
PosY	
PosZ	
RotX	
RotY	
RotZ	

Class RotationTrackerAngleEvent

Inheritance

System.Object
UnityEngine.Events.UnityEventBase
UnityEngine.Events.UnityEvent<System.Single, System.Single>
RotationTrackerAngleEvent

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<System.Single, System.Single>.AddListener(UnityEngine.Events.UnityAction<System.Single, System.Single>)
UnityEngine.Events.UnityEvent<System.Single, System.Single>.RemoveListener(UnityEngine.Events.UnityAction<System.Single, System.Single>)
UnityEngine.Events.UnityEvent<System.Single, System.Single>.FindMethod_Impl(System.String, System.Object)
UnityEngine.Events.UnityEvent<System.Single, System.Single>.Invoke(System.Single, System.Single)
UnityEngine.Events.UnityEventBase.UnityEngine.ISerializationCallbackReceiver.OnBeforeSerialize()
UnityEngine.Events.UnityEventBase.UnityEngine.ISerializationCallbackReceiver.OnAfterDeserialize()
UnityEngine.Events.UnityEventBase.FindMethod_Impl(System.String, System.Object)
UnityEngine.Events.UnityEventBase.GetPersistentEventCount()
UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)
UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)
UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)
UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveAllListeners()
UnityEngine.Events.UnityEventBase.Invoke(System.Object[])
UnityEngine.Events.UnityEventBase.ToString()
UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode)
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode, System.Type)
UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class RotationTrackerAngleEvent : UnityEvent<float, float>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Class RotationTrackerStepEvent

Inheritance

System.Object
UnityEngine.Events.UnityEventBase
UnityEngine.Events.UnityEvent<System.Int32>
RotationTrackerStepEvent

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<System.Int32>.AddListener(UnityEngine.Events.UnityAction<System.Int32>)
UnityEngine.Events.UnityEvent<System.Int32>.RemoveListener(UnityEngine.Events.UnityAction<System.Int32>)
UnityEngine.Events.UnityEvent<System.Int32>.FindMethod_Impl(System.String, System.Object)
UnityEngine.Events.UnityEvent<System.Int32>.Invoke(System.Int32)
UnityEngine.Events.UnityEventBase.UnityEventBase.ISerializationCallbackReceiver.OnBeforeSerialize()
UnityEngine.Events.UnityEventBase.UnityEventBase.ISerializationCallbackReceiver.OnAfterDeserialize()
UnityEngine.Events.UnityEventBase.GetPersistentEventCount()
UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)
UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)
UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)
UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveAllListeners()
UnityEngine.Events.UnityEventBase.Invoke(System.Object[])
UnityEngine.Events.UnityEventBase.ToString()
UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object,
UnityEngine.Events.PersistentListenerMode)
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object,
UnityEngine.Events.PersistentListenerMode, System.Type)
UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class RotationTrackerStepEvent : UnityEvent<int>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Class VRButtonEvent

Inheritance

System.Object

UnityEngine.Events.UnityEventBase

UnityEngine.Events.UnityEvent<HVRButton>

VRButtonEvent

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Components.HVRButton>.AddListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Components.HVRButton>)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Components.HVRButton>.RemoveListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Components.HVRButton>)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Components.HVRButton>.FindMethod_Impl(System.String, System.Object)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Components.HVRButton>.Invoke(HurricaneVR.Framework.Components.HVRButton)
UnityEngine.Events.UnityEventBase.UnityEngine.ISerializationCallbackReceiver.OnBeforeSerialize()
UnityEngine.Events.UnityEventBase.UnityEngine.ISerializationCallbackReceiver.OnAfterDeserialize()
UnityEngine.Events.UnityEventBase.GetPersistentEventCount()
UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)
UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)
UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)
UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveAllListeners()
UnityEngine.Events.UnityEventBase.Invoke(System.Object[])
UnityEngine.Events.UnityEventBase.ToString()
UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode)
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode, System.Type)
UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components](#)

Assembly: [HurricaneVR.Framework.dll](#)

Syntax

```
[Serializable]
public class VRButtonEvent : UnityEvent<HVRButton>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Namespace HurricaneVR.Framework.Components.Creators

Classes

[HVRPhysicsLeverCreator](#)

Class HVRPhysicsLeverCreator

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRPhysicsLeverCreator
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Components.Creators](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRPhysicsLeverCreator : MonoBehaviour
```

Fields

Anchor

Declaration

```
public Transform Anchor
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Axis

Declaration

```
public HVRAxis Axis
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRAxis	

Damper

Declaration

```
public float Damper
```

Field Value

TYPE	DESCRIPTION
System.Single	

GrabbedDamper

Declaration

```
public float GrabbedDamper
```

Field Value

TYPE	DESCRIPTION
System.Single	

Lever

Declaration

```
public Transform Lever
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Mass

Declaration

```
public float Mass
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxAngle

Declaration

```
public float MaxAngle
```

Field Value

TYPE	DESCRIPTION
System.Single	

MinAngle

Declaration

```
public float MinAngle
```

Field Value

TYPE	DESCRIPTION
System.Single	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Namespace HurricaneVR.Framework.ControllerInput

Classes

[BasicAction](#)

[HVRAction](#)

[HVRControllerEvent](#)

[HVRControllerEvents](#)

[HVRGlobalInputs](#)

[HVRInputAction](#)

[HVRInputManager](#)

[HVRInputProfile](#)

[HVRPlayerInputs](#)

[HVRTrackedController](#)

[HVRXRInputController](#)

Enums

[ActionType](#)

[HVRForceGrabActivation](#)

[VRMode](#)

Enum ActionType

Namespace: [HurricaneVR.Framework.ControllerInput](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum ActionType
```

Fields

NAME	DESCRIPTION
analog	
boolean	
vector2	

Class BasicAction

Inheritance

System.Object
UnityEngine.Object
UnityEngine.ScriptableObject
BasicAction

Inherited Members

UnityEngine.ScriptableObject.SetDirty()
UnityEngine.ScriptableObject.CreateInstance(System.String)
UnityEngine.ScriptableObject.CreateInstance(System.Type)
UnityEngine.ScriptableObject.CreateInstance<T>()
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class BasicAction : ScriptableObject
```

Fields

Action

Declaration

```
public HVRAction Action
```

Field Value

TYPE	DESCRIPTION
HVRAction	

Class HVRAction

Inheritance

System.Object

HVRAction

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.ControllerInput](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class HVRAction
```

Fields

Knuckles

Declaration

```
public HVRButtons Knuckles
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtons	

Oculus

Declaration

```
public OculusButtons Oculus
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.OculusButtons	

Type

Declaration

```
public ActionType Type
```

Field Value

TYPE	DESCRIPTION
ActionType	

Vive

Declaration

```
public HVRButtons Vive
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtons	

WMR

Declaration

```
public HVRButtons WMR
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtons	

Class HVRControllerEvent

Inheritance

System.Object

UnityEngine.Events.UnityEventBase

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Shared.HVRController>

HVRControllerEvent

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Shared.HVRController>.AddListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Shared.HVRController>)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Shared.HVRController>.RemoveListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Shared.HVRController>)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Shared.HVRController>.FindMethod_Impl(System.String, System.Object)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Shared.HVRController>.Invoke(HurricaneVR.Framework.Shared.HVRController)
UnityEngine.Events.UnityEventBase.UnityEngine.ISerializationCallbackReceiver.OnBeforeSerialize()
UnityEngine.Events.UnityEventBase.UnityEngine.ISerializationCallbackReceiver.OnAfterDeserialize()
UnityEngine.Events.UnityEventBase.GetPersistentEventCount()
UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)
UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)
UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)
UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveAllListeners()
UnityEngine.Events.UnityEventBase.Invoke(System.Object[])
UnityEngine.Events.UnityEventBase.ToString()
UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode)
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode, System.Type)
UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: HurricaneVR.Framework.ControllerInput

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class HVRControllerEvent : UnityEvent<HVRController>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Class HVRControllerEvents

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRControllerEvents
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRControllerEvents : MonoBehaviour
```

Fields

LeftGripActivated

Declaration

```
public UnityEvent LeftGripActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftGripDeactivated

Declaration

```
public UnityEvent LeftGripDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftJoystickActivated

Declaration

```
public UnityEvent LeftJoystickActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftJoystickDeactivated

Declaration

```
public UnityEvent LeftJoystickDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftJoystickTouchActivated

Declaration

```
public UnityEvent LeftJoystickTouchActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftJoystickTouchDeactivated

Declaration

```
public UnityEvent LeftJoystickTouchDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftMenuActivated

Declaration

```
public UnityEvent LeftMenuActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftMenuDeactivated

Declaration

```
public UnityEvent LeftMenuDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftPrimaryActivated

Declaration

```
public UnityEvent LeftPrimaryActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftPrimaryDeactivated

Declaration

```
public UnityEvent LeftPrimaryDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftPrimaryTouchActivated

Declaration

```
public UnityEvent LeftPrimaryTouchActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftPrimaryTouchDeactivated

Declaration

```
public UnityEvent LeftPrimaryTouchDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftSecondaryActivated

Declaration

```
public UnityEvent LeftSecondaryActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftSecondaryDeactivated

Declaration

```
public UnityEvent LeftSecondaryDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftSecondaryTouchActivated

Declaration

```
public UnityEvent LeftSecondaryTouchActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftSecondaryTouchDeactivated

Declaration

```
public UnityEvent LeftSecondaryTouchDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftThumbTouchActivated

Declaration

```
public UnityEvent LeftThumbTouchActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftThumbTouchDeactivated

Declaration

```
public UnityEvent LeftThumbTouchDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftTrackpadActivated

Declaration

```
public UnityEvent LeftTrackpadActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftTrackpadDeactivated

Declaration

```
public UnityEvent LeftTrackpadDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftTrackPadDownActivated

Declaration

```
public UnityEngine.Events.UnityEvent LeftTrackPadDownActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftTrackPadDownDeactivated

Declaration

```
public UnityEngine.Events.UnityEvent LeftTrackPadDownDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftTrackPadLeftActivated

Declaration

```
public UnityEngine.Events.UnityEvent LeftTrackPadLeftActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftTrackPadLeftDeactivated

Declaration

```
public UnityEngine.Events.UnityEvent LeftTrackPadLeftDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftTrackPadRightActivated

Declaration

```
public UnityEngine.Events.UnityEvent LeftTrackPadRightActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftTrackPadRightDeactivated

Declaration

```
public UnityEvent LeftTrackPadRightDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftTrackPadTouchActivated

Declaration

```
public UnityEvent LeftTrackPadTouchActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftTrackPadTouchDeactivated

Declaration

```
public UnityEvent LeftTrackPadTouchDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftTrackPadUpActivated

Declaration

```
public UnityEvent LeftTrackPadUpActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftTrackPadUpDeactivated

Declaration

```
public UnityEvent LeftTrackPadUpDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftTriggerActivated

Declaration

```
public UnityEvent LeftTriggerActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftTriggerDeactivated

Declaration

```
public UnityEvent LeftTriggerDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftTriggerTouchActivated

Declaration

```
public UnityEvent LeftTriggerTouchActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

LeftTriggerTouchDeactivated

Declaration

```
public UnityEvent LeftTriggerTouchDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightGripActivated

Declaration

```
public UnityEvent RightGripActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightGripDeactivated

Declaration

```
public UnityEvent RightGripDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightJoystickActivated

Declaration

```
public UnityEvent RightJoystickActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightJoystickDeactivated

Declaration

```
public UnityEvent RightJoystickDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightJoystickTouchActivated

Declaration

```
public UnityEvent RightJoystickTouchActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightJoystickTouchDeactivated

Declaration

```
public UnityEvent RightJoystickTouchDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightMenuActivated

Declaration

```
public UnityEvent RightMenuActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightMenuDeactivated

Declaration

```
public UnityEvent RightMenuDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightPrimaryActivated

Declaration

```
public UnityEvent RightPrimaryActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightPrimaryDeactivated

Declaration

```
public UnityEvent RightPrimaryDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightPrimaryTouchActivated

Declaration

```
public UnityEvent RightPrimaryTouchActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightPrimaryTouchDeactivated

Declaration

```
public UnityEvent RightPrimaryTouchDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightSecondaryActivated

Declaration

```
public UnityEvent RightSecondaryActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightSecondaryDeactivated

Declaration

```
public UnityEvent RightSecondaryDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightSecondaryTouchActivated

Declaration

```
public UnityEvent RightSecondaryTouchActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightSecondaryTouchDeactivated

Declaration

```
public UnityEvent RightSecondaryTouchDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightThumbTouchActivated

Declaration

```
public UnityEvent RightThumbTouchActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightThumbTouchDeactivated

Declaration

```
public UnityEvent RightThumbTouchDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightTrackpadActivated

Declaration

```
public UnityEvent RightTrackpadActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightTrackpadDeactivated

Declaration

```
public UnityEvent RightTrackpadDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightTrackPadDownActivated

Declaration

```
public UnityEvent RightTrackPadDownActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightTrackPadDownDeactivated

Declaration

```
public UnityEvent RightTrackPadDownDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightTrackPadLeftActivated

Declaration

```
public UnityEvent RightTrackPadLeftActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightTrackPadLeftDeactivated

Declaration

```
public UnityEvent RightTrackPadLeftDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightTrackPadRightActivated

Declaration

```
public UnityEvent RightTrackPadRightActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightTrackPadRightDeactivated

Declaration

```
public UnityEvent RightTrackPadRightDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightTrackPadTouchActivated

Declaration

```
public UnityEvent RightTrackPadTouchActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightTrackPadTouchDeactivated

Declaration

```
public UnityEvent RightTrackPadTouchDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightTrackPadUpActivated

Declaration

```
public UnityEvent RightTrackPadUpActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightTrackPadUpDeactivated

Declaration

```
public UnityEvent RightTrackPadUpDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightTriggerActivated

Declaration

```
public UnityEvent RightTriggerActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightTriggerDeactivated

Declaration

```
public UnityEvent RightTriggerDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightTriggerTouchActivated

Declaration

```
public UnityEvent RightTriggerTouchActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

RightTriggerTouchDeactivated

Declaration

```
public UnityEvent RightTriggerTouchDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Properties

Instance

Declaration

```
public static HVRControllerEvents Instance { get; }
```

Property Value

TYPE	DESCRIPTION
HVRControllerEvents	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Enum HVRForceGrabActivation

Namespace: [HurricaneVR.Framework.ControllerInput](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum HVRForceGrabActivation
```

Fields

NAME	DESCRIPTION
Grip	
GripHoldTriggerPress	

Class HVRGlobalInputs

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGlobalInputs

Inherited Members

UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRGlobalInputs : MonoBehaviour
```

Fields

LeftGrip

Declaration

```
public float LeftGrip
```

Field Value

TYPE	DESCRIPTION
System.Single	

LeftGripButtonState

Declaration

```
public HVRButtonState LeftGripButtonState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

LeftJoystickAxis

Declaration

```
public Vector2 LeftJoystickAxis
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

LeftJoystickButtonState

Declaration

```
public HVRButtonState LeftJoystickButtonState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

LeftJoystickTouchState

Declaration

```
public HVRButtonState LeftJoystickTouchState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

LeftMenuButtonState

Declaration

```
public HVRButtonState LeftMenuButtonState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

LeftPrimaryButtonState

Declaration

```
public HVRButtonState LeftPrimaryButtonState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

LeftPrimaryTouchButtonState

Declaration

```
public HVRButtonState LeftPrimaryTouchButtonState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

LeftSecondaryButtonState

Declaration

```
public HVRButtonState LeftSecondaryButtonState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

LeftSecondaryTouchButtonState

Declaration

```
public HVRButtonState LeftSecondaryTouchButtonState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

LeftThumbNearTouchState

Declaration

```
public HVRButtonState LeftThumbNearTouchState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

LeftThumbTouchState

Declaration

```
public HVRButtonState LeftThumbTouchState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

LeftTrackpadAxis

Declaration

```
public Vector2 LeftTrackpadAxis
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

LeftTrackpadButtonState

Declaration

```
public HVRButtonState LeftTrackpadButtonState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

LeftTrackPadDown

Declaration

```
public HVRButtonState LeftTrackPadDown
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

LeftTrackPadLeft

Declaration

```
public HVRButtonState LeftTrackPadLeft
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

LeftTrackPadRight

Declaration

```
public HVRButtonState LeftTrackPadRight
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

LeftTrackPadTouchState

Declaration

```
public HVRButtonState LeftTrackPadTouchState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

LeftTrackPadUp

Declaration

```
public HVRButtonState LeftTrackPadUp
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

LeftTrigger

Declaration

```
public float LeftTrigger
```

Field Value

TYPE	DESCRIPTION
System.Single	

LeftTriggerButtonState

Declaration

```
public HVRButtonState LeftTriggerButtonState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

LeftTriggerNearTouchState

Declaration

```
public HVRButtonState LeftTriggerNearTouchState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

LeftTriggerTouchState

Declaration

```
public HVRButtonState LeftTriggerTouchState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

RightGrip

Declaration

```
public float RightGrip
```

Field Value

TYPE	DESCRIPTION
System.Single	

RightGripButtonState

Declaration

```
public HVRButtonState RightGripButtonState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

RightJoystickAxis

Declaration

```
public Vector2 RightJoystickAxis
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

RightJoystickButtonState

Declaration

```
public HVRButtonState RightJoystickButtonState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

RightJoystickTouchState

Declaration

```
public HVRButtonState RightJoystickTouchState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

RightMenuButtonState

Declaration

```
public HVRButtonState RightMenuButtonState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

RightPrimaryButtonState

Declaration

```
public HVRButtonState RightPrimaryButtonState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

RightPrimaryTouchButtonState

Declaration

```
public HVRButtonState RightPrimaryTouchButtonState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

RightSecondaryButtonState

Declaration

```
public HVRButtonState RightSecondaryButtonState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

RightSecondaryTouchButtonState

Declaration

```
public HVRButtonState RightSecondaryTouchButtonState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

RightThumbNearTouchState

Declaration

```
public HVRButtonState RightThumbNearTouchState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

RightThumbTouchState

Declaration

```
public HVRButtonState RightThumbTouchState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

RightTrackpadAxis

Declaration

```
public Vector2 RightTrackpadAxis
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

RightTrackpadButtonState

Declaration

```
public HVRButtonState RightTrackpadButtonState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

RightTrackPadDown

Declaration

```
public HVRButtonState RightTrackPadDown
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

RightTrackPadLeft

Declaration

```
public HVRButtonState RightTrackPadLeft
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

RightTrackPadRight

Declaration

```
public HVRButtonState RightTrackPadRight
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

RightTrackPadTouchState

Declaration

```
public HVRButtonState RightTrackPadTouchState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

RightTrackPadUp

Declaration

```
public HVRButtonState RightTrackPadUp
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

RightTrigger

Declaration

```
public float RightTrigger
```

Field Value

TYPE	DESCRIPTION
System.Single	

RightTriggerButtonState

Declaration

```
public HVRButtonState RightTriggerButtonState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

RightTriggerNearTouchState

Declaration

```
public HVRButtonState RightTriggerNearTouchState
```

Field Value

Type	Description
HurricaneVR.Framework.Shared.HVRButtonState	

RightTriggerTouchState

Declaration

```
public HVRButtonState RightTriggerTouchState
```

Field Value

Type	Description
HurricaneVR.Framework.Shared.HVRButtonState	

Properties

Instance

Declaration

```
public static HVRGlobalInputs Instance { get; }
```

Property Value

Type	Description
HVRGlobalInputs	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRInputAction

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputAction
[HVRGripButtonEvents](#)
[HVRJoystickButtonEvents](#)
[HVRJoystickTouchEvents](#)
[HVRMenuButtonEvents](#)
[HVRPrimaryButtonEvents](#)
[HVRPrimaryTouchButtonEvents](#)
[HVRSecondaryButtonEvents](#)
[HVRSecondaryTouchButtonEvents](#)
[HVRThumbTouchEvents](#)
[HVRTrackpadButtonEvents](#)
[HVRTrackPadDownEvents](#)
[HVRTrackPadLeftEvents](#)
[HVRTrackPadRightEvents](#)
[HVRTrackPadTouchEvents](#)
[HVRTrackPadUpEvents](#)
[HVRTriggerButtonEvents](#)
[HVRTriggerTouchEvents](#)
[HVRGrabPointSwapper](#)
[HVRAMmoReleaseAction](#)

Inherited Members

UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)

```
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
```

```
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
```

Namespace: [HurricaneVR.Framework.ControllerInput](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(HVRGrabbable))]
public abstract class HVRInputAction : MonoBehaviour
```

Properties

Grabbable

Declaration

```
public HVRGrabbable Grabbable { get; }
```

Property Value

TYPE	DESCRIPTION
HVRGrabbable	

Methods

Awake()

Declaration

```
protected virtual void Awake()
```

CheckInput(HVRController)

Declaration

```
protected abstract void CheckInput(HVRController controller)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	controller	

Update()

Declaration

```
public void Update()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRInputManager

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputManager
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRInputManager : MonoBehaviour
```

Fields

ControllerOffsets

Declaration

```
[Tooltip("Device / SDK controller offsets")]
public HVRControllerOffsets ControllerOffsets
```

Field Value

TYPE	DESCRIPTION
HVRControllerOffsets	

Cosmos

Declaration

```
public const string Cosmos = "cosmos"
```

Field Value

TYPE	DESCRIPTION
System.String	

CosmosDeadzone

Declaration

```
[Tooltip("Cosmos device deadzone, if any.")]
public Vector2 CosmosDeadzone
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

CosmosInputMap

Declaration

```
public HVRInputSettings CosmosInputMap
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRInputSettings	

CurrentSDK

Declaration

```
[Header("Debugging")]
public InputSDK CurrentSDK
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.InputSDK	

DeadzoneOverride

Declaration

```
[Tooltip("Master deadzone, useful if you want the user to set.")]
public Vector2 DeadzoneOverride
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

FingerSettings

Declaration

```
[Tooltip("Finger Curl Settings, defaults created if not supplied")]
public HVRFingerSettings FingerSettings
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRFingerSettings	

ForceOVRInputUpdate

Declaration

```
[Tooltip("If using OVRInput for Oculus devices without OVRCamera in the scene then set this to true.")]
public bool ForceOVRInputUpdate
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

G2

Declaration

```
public const string G2 = "g2"
```

Field Value

TYPE	DESCRIPTION
System.String	

GrabHaptics

Declaration

```
[Tooltip("Haptics Settings")]
public HVRGrabHaptics GrabHaptics
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRGrabHaptics	

HMDActivated

Declaration

```
public UnityEvent HMDActivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

HMDDeactivated

Declaration

```
public UnityEvent HMDDeactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

HMDFeatures

Declaration

```
public List<string> HMDFeatures
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.String>	

HMDFirstActivation

Declaration

```
public UnityEvent HMDFirstActivation
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

HMDManufacturer

Declaration

```
public string HMDManufacturer
```

Field Value

TYPE	DESCRIPTION
System.String	

HMDName

Declaration

```
public string HMDName
```

Field Value

TYPE	DESCRIPTION
System.String	

hmdpos

Declaration

```
public Vector3 hmdpos
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

HMDRecentered

Declaration

```
public UnityEvent HMDRecentered
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

HTC

Declaration

```
public const string HTC = "htc"
```

Field Value

TYPE	DESCRIPTION
System.String	

InitializeSteamVR

Declaration

```
[Header("SteamVR - Requires SteamVR + Integration")]
public bool InitializeSteamVR
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

InitializeSteamVRActions

Declaration

```
public bool InitializeSteamVRActions
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Knuckles

Declaration

```
public const string Knuckles = "knuckles"
```

Field Value

TYPE	DESCRIPTION
System.String	

KnucklesDeadzone

Declaration

```
[Tooltip("Knuckles device deadzone, if any.")]
public Vector2 KnucklesDeadzone
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

KnucklesInputMap

Declaration

```
public HVRInputSettings KnucklesInputMap
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRInputSettings	

KnucklesOpenXR

Declaration

```
public const string KnucklesOpenXR = "index controller"
```

Field Value

TYPE	DESCRIPTION
System.String	

LeftController

Declaration

```
public HVRController LeftController
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	

LeftControllerConnected

Declaration

```
public HVRControllerEvent LeftControllerConnected
```

Field Value

TYPE	DESCRIPTION
HVRControllerEvent	

LeftControllerName

Declaration

```
public string LeftControllerName
```

Field Value

TYPE	DESCRIPTION
System.String	

LeftFeatures

Declaration

```
public List<string> LeftFeatures
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.String>	

LeftInputSystemController

Declaration

```
public HVRController LeftInputSystemController
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	

LeftManufacturer

Declaration

```
public string LeftManufacturer
```

Field Value

TYPE	DESCRIPTION
System.String	

LeftOculusController

Declaration

```
public HVRController LeftOculusController
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	

LeftSteamController

Declaration

```
public HVRController LeftSteamController
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	

LeftXRInputController

Declaration

```
public HVRController LeftXRInputController
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	

LegacyActive

Declaration

```
public bool LegacyActive
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LegacyNone

Declaration

```
public const string LegacyNone = "None"
```

Field Value

TYPE	DESCRIPTION
System.String	

LegacyOculusName

Declaration

```
public const string LegacyOculusName = "Oculus"
```

Field Value

TYPE	DESCRIPTION
System.String	

LegacyOpenVRName

Declaration

```
public const string LegacyOpenVRName = "OpenVR"
```

Field Value

TYPE	DESCRIPTION
System.String	

Oculus

Declaration

```
public const string Oculus = "oculus"
```

Field Value

TYPE	DESCRIPTION
System.String	

OculusDeadzone

Declaration

```
[Tooltip("Oculus device deadzone, if any.")]
public Vector2 OculusDeadzone
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

OculusInputMap

Declaration

```
public HVRInputSettings OculusInputMap
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRInputSettings	

OculusLoader

Declaration

```
public string OculusLoader
```

Field Value

TYPE	DESCRIPTION
System.String	

OpenVRController

Declaration

```
public const string OpenVRController = "openvr"
```

Field Value

TYPE	DESCRIPTION
System.String	

OpenVRLoader

Declaration

```
[Header("XR Plugin Detection Names")]
public string OpenVRLoader
```

Field Value

TYPE	DESCRIPTION
System.String	

OpenXR_G2

Declaration

```
public const string OpenXR_G2 = "hp reverb g2 controller"
```

Field Value

TYPE	DESCRIPTION
System.String	

OpenXRLoader

Declaration

```
public string OpenXRLoader
```

Field Value

TYPE	DESCRIPTION
System.String	

OverrideDeadzone

Declaration

```
[Tooltip("Override provider level deadzone.")]
public bool OverrideDeadzone
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

OVRHaptics

Declaration

```
[Tooltip("If set to true, OVRManager is required to be in your scene")]
public bool OVRHaptics
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Reverb

Declaration

```
public const string Reverb = "reverb"
```

Field Value

TYPE	DESCRIPTION
System.String	

ReverbG2InputMap

Declaration

```
[FormerlySerializedAs("WMRWithButtonsInputMap")]
public HVRIInputSettings ReverbG2InputMap
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRInputSettings	

RightController

Declaration

```
public HVRController RightController
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	

RightControllerConnected

Declaration

```
public HVRControllerEvent RightControllerConnected
```

Field Value

TYPE	DESCRIPTION
HVRControllerEvent	

RightControllerName

Declaration

```
public string RightControllerName
```

Field Value

TYPE	DESCRIPTION
System.String	

RightFeatures

Declaration

```
public List<string> RightFeatures
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.String>	

RightInputSystemController

Declaration

```
public HVRController RightInputSystemController
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	

RightManufacturer

Declaration

```
public string RightManufacturer
```

Field Value

TYPE	DESCRIPTION
System.String	

RightOculusController

Declaration

```
public HVRController RightOculusController
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	

RightSteamController

Declaration

```
public HVRController RightSteamController
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	

RightXRInputController

Declaration

```
public HVRController RightXRInputController
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	

TrackingSpace

Declaration

```
public TrackingOriginModeFlags TrackingSpace
```

Field Value

TYPE	DESCRIPTION
UnityEngine.XR.TrackingOriginModeFlags	

UseNewInputSystem

Declaration

```
[Header("Input Settings")]
[Tooltip("If true uses the new input system bindings")]
public bool UseNewInputSystem
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

UseOVRInputs

Declaration

```
[Header("Oculus - Requires Oculus Asset + Integration")]
[Tooltip("If true ovrinputs will be used")]
public bool UseOVRInputs
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

UserNotSensed

Declaration

```
public UnityEvent UserNotSensed
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

UserSensed

Declaration

```
public UnityEvent UserSensed
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Vive

Declaration

```
public const string Vive = "vive"
```

Field Value

TYPE	DESCRIPTION
System.String	

ViveDeadzone

Declaration

```
[Tooltip("Vive device deadzone, if any.")]  
public Vector2 ViveDeadzone
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

ViveInputMap

Declaration

```
public HVRInputSettings ViveInputMap
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRInputSettings	

VRPlugin

Declaration

```
public VRMode VRPlugin
```

Field Value

TYPE	DESCRIPTION
VRMode	

WindowsMR

Declaration

```
public const string WindowsMR = "windowsmr"
```

Field Value

TYPE	DESCRIPTION
System.String	

WindowsMROpenXR

Declaration

```
public const string WindowsMROpenXR = "windows mr controller"
```

Field Value

TYPE	DESCRIPTION
System.String	

WMRController

Declaration

```
public const string WMRController = "spatial"
```

Field Value

TYPE	DESCRIPTION
System.String	

WMRDeadzone

Declaration

```
[Header("Deadzones")]
[Tooltip("WMR device deadzone, if any.")]
public Vector2 WMRDeadzone
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

WMRInputMap

Declaration

```
[Header("Device Specific Settings")]
public HVRInputSettings WMRInputMap
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRInputSettings	

WMRLoader

Declaration

```
public string WMRLoader
```

Field Value

TYPE	DESCRIPTION
System.String	

XRPluginActive

Declaration

```
public bool XRPluginActive
```

Field Value

Type	Description
System.Boolean	

Properties

HMDActive

Declaration

```
public bool HMDActive { get; }
```

Property Value

Type	Description
System.Boolean	

HMDDevice

Declaration

```
public InputDevice HMDDevice { get; }
```

Property Value

Type	Description
UnityEngine.XR.InputDevice	

Instance

Declaration

```
public static HVRInputManager Instance { get; }
```

Property Value

Type	Description
HVRInputManager	

IsOpenXR

Declaration

```
public bool IsOpenXR { get; }
```

Property Value

Type	Description
System.Boolean	

IsSteamVR

Declaration

```
public bool IsSteamVR { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsVRInitialized

Declaration

```
public bool IsVRInitialized { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

LeftDevice

Declaration

```
public InputDevice LeftDevice { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.XR.InputDevice	

PreviousHMDActive

Declaration

```
public bool PreviousHMDActive { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

PreviousUserPresent

Declaration

```
public bool PreviousUserPresent { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

RightDevice

Declaration

```
public InputDevice RightDevice { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.XR.InputDevice	

UserPresent

Declaration

```
public bool UserPresent { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

XRPluginLoader

Declaration

```
public string XRPluginLoader { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Methods

ApplyTrackingOrigin()

Declaration

```
public void ApplyTrackingOrigin()
```

GetController(HVRHandSide)

Declaration

```
public HVRController GetController(HVRHandSide side)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	side	

Returns

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	

GetDevice(HVRHandSide)

Declaration

```
public InputDevice GetDevice(HVRHandSide side)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	side	

Returns

TYPE	DESCRIPTION
UnityEngine.XR.InputDevice	

GetSDK()

Declaration

```
public void GetSDK()
```

Initialize()

sets up steamvr if necessary, set up controller objects, applies tracking origin

Declaration

```
public void Initialize()
```

StartLegacyVR(Action<Boolean>)

Starting requires a coroutine, the callback will be fired with true for success, and false for failure

Declaration

```
public void StartLegacyVR(Action<bool> callback = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Action<System.Boolean>	callback	

StartXR()

Declaration

```
public bool StartXR()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

StopXR()

Declaration

```
public void StopXR()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRInputProfile

Inheritance

System.Object
UnityEngine.Object
UnityEngine.ScriptableObject
HVRInputProfile

Inherited Members

UnityEngine.ScriptableObject.SetDirty()
UnityEngine.ScriptableObject.CreateInstance(System.String)
UnityEngine.ScriptableObject.CreateInstance(System.Type)
UnityEngine.ScriptableObject.CreateInstance<T>()
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRInputProfile : ScriptableObject
```

Class HVRPlayerInputs

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRPlayerInputs
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRPlayerInputs : MonoBehaviour
```

Fields

CanDistanceGrab

Declaration

```
[Header("Grab Settings")]
public bool CanDistanceGrab
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

CanTriggerGrab

Declaration

```
public bool CanTriggerGrab
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

CrouchState

Declaration

```
public HVRButtonState CrouchState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

ForceGrabActivation

Declaration

```
[Tooltip("For non flick style force grabber")]
public HVRForceGrabActivation ForceGrabActivation
```

Field Value

TYPE	DESCRIPTION
HVRForceGrabActivation	

IsCrouchActivated

Declaration

```
public bool IsCrouchActivated
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsJumpActivated

Declaration

```
public bool IsJumpActivated
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsLeftForceGrabActivated

Declaration

```
public bool IsLeftForceGrabActivated
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsLeftForceGrabActive

Declaration

```
public bool IsLeftForceGrabActive
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsLeftGrabActivated

Declaration

```
public bool IsLeftGrabActivated
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsLeftGripHoldActive

Declaration

```
public bool IsLeftGripHoldActive
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsLeftHoldActive

Declaration

```
public bool IsLeftHoldActive
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsLeftTriggerHoldActive

Declaration

```
public bool IsLeftTriggerHoldActive
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsMouseDown

Declaration

```
public bool IsMouseDown
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsRightForceGrabActivated

Declaration

```
public bool IsRightForceGrabActivated
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsRightForceGrabActive

Declaration

```
public bool IsRightForceGrabActive
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsRightGrabActivated

Declaration

```
public bool IsRightGrabActivated
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsRightGripHoldActive

Declaration

```
public bool IsRightGripHoldActive
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsRightHoldActive

Declaration

```
public bool IsRightHoldActive
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsRightTriggerHoldActive

Declaration

```
public bool IsRightTriggerHoldActive
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsSprintingActivated

Declaration

```
public bool IsSprintingActivated
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsStandActivated

Declaration

```
public bool IsStandActivated
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsTeleportActivated

Declaration

```
public bool IsTeleportActivated
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsTeleportDeactivated

Declaration

```
public bool IsTeleportDeactivated
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

JumpState

Declaration

```
public HVRButtonState JumpState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

LeftTriggerGrabState

Declaration

```
public HVRButtonState LeftTriggerGrabState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

MouseAxis

Declaration

```
public Vector2 MouseAxis
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

MovementAxis

Declaration

```
[Header("Inputs Debugging")]
public Vector2 MovementAxis
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

RightTriggerGrabState

Declaration

```
public HVRButtonState RightTriggerGrabState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

SprintRequiresDoubleClick

Declaration

```
public bool SprintRequiresDoubleClick
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

StandState

Declaration

```
public HVRButtonState StandState
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

SwapMovementAxis

Declaration

```
public bool SwapMovementAxis
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

TeleportHandSide

Declaration

```
public HVRHandSide TeleportHandSide
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	

TriggerGrabThreshold

Declaration

```
[Range(0F, 1F)]
public float TriggerGrabThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

TurnAxis

Declaration

```
public Vector2 TurnAxis
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

UseWASD

Declaration

```
[Header("Debugging")]
public bool UseWASD
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Properties

LeftController

Declaration

```
public HVRController LeftController { get; }
```

Property Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	

LeftControllerType

Declaration

```
public HVRControllerType LeftControllerType { get; }
```

Property Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRControllerType	

RightController

Declaration

```
public HVRController RightController { get; }
```

Property Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	

RightControllerType

Declaration

```
public HVRControllerType RightControllerType { get; }
```

Property Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRControllerType	

TeleportController

Declaration

```
public HVRController TeleportController { get; }
```

Property Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	

UpdateInputs

Declaration

```
public bool UpdateInputs { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

AfterInputUpdate()

Declaration

```
protected virtual void AfterInputUpdate()
```

GetCrouch()

Declaration

```
protected virtual bool GetCrouch()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

GetForceGrabActivated(HVRHandSide)

Declaration

```
public bool GetForceGrabActivated(HVRHandSide side)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	side	

Returns

TYPE	DESCRIPTION
System.Boolean	

GetForceGrabActivated(out Boolean, out Boolean)

Declaration

```
protected virtual void GetForceGrabActivated(out bool left, out bool right)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	left	
System.Boolean	right	

GetForceGrabActive(HVRHandSide)

Declaration

```
public bool GetForceGrabActive(HVRHandSide side)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	side	

Returns

TYPE	DESCRIPTION
System.Boolean	

GetForceGrabActive(out Boolean, out Boolean)

Declaration

```
protected virtual void GetForceGrabActive(out bool left, out bool right)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	left	
System.Boolean	right	

GetGrabActivated(HVRHandSide)

Declaration

```
public bool GetGrabActivated(HVRHandSide side)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	side	

Returns

TYPE	DESCRIPTION
System.Boolean	

GetGripHoldActive(HVRHandSide)

Declaration

```
public bool GetGripHoldActive(HVRHandSide side)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	side	

Returns

TYPE	DESCRIPTION
System.Boolean	

GetHoldActive(HVRHandSide)

Declaration

```
public bool GetHoldActive(HVRHandSide side)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	side	

Returns

TYPE	DESCRIPTION
System.Boolean	

GetIsJumpActivated()

Declaration

```
protected virtual bool GetIsJumpActivated()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

GetIsLeftGrabActivated()

Declaration

```
protected virtual bool GetIsLeftGrabActivated()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

GetIsLeftHoldActive()

Declaration

```
protected virtual bool GetIsLeftHoldActive()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

GetIsRightGrabActivated()

Declaration

```
protected virtual bool GetIsRightGrabActivated()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

GetIsRightHoldActive()

Declaration

```
protected virtual bool GetIsRightHoldActive()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

GetMouse(out Boolean)

Declaration

```
protected virtual Vector2 GetMouse(out bool mouseDown)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	mouseDown	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector2	

GetMovementAxis()

Declaration

```
protected virtual Vector2 GetMovementAxis()
```

Returns

TYPE	DESCRIPTION
UnityEngine.Vector2	

GetSprinting()

Declaration

```
protected virtual bool GetSprinting()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

GetStand()

Declaration

```
protected virtual bool GetStand()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

GetTeleportActivated()

Declaration

```
protected virtual bool GetTeleportActivated()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

GetTeleportDeactivated()

Declaration

```
protected virtual bool GetTeleportDeactivated()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

GetTriggerGrabState(HVRHandSide)

Declaration

```
public HVRButtonState GetTriggerGrabState(HVRHandSide side)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	side	

Returns

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	

GetTurnAxis()

Declaration

```
protected virtual Vector2 GetTurnAxis()
```

Returns

TYPE	DESCRIPTION
UnityEngine.Vector2	

ResetState(ref HVRButtonState)

Declaration

```
protected void ResetState(ref HVRButtonState buttonState)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	buttonState	

SetState(ref HVRButtonState, Boolean)

Declaration

```
protected void SetState(ref HVRButtonState buttonState, bool pressed)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtonState	buttonState	
System.Boolean	pressed	

Update()

Declaration

```
public void Update()
```

UpdateInput()

Declaration

```
protected virtual void UpdateInput()
```

Extension Methods

`VRUtilities.GetRigidbody(MonoBehaviour)`

`VRUtilities.GetCopyOf<T>(Component, T)`

Class HVRTrackedController

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRTrackedController
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRTrackedController : MonoBehaviour
```

Fields

AngularVelocityMagnitude

Declaration

```
public float AngularVelocityMagnitude
```

Field Value

TYPE	DESCRIPTION
System.Single	

DeltaZDisplay

Declaration

```
public float DeltaZDisplay
```

Field Value

TYPE	DESCRIPTION
System.Single	

HandSide

Declaration

```
public HVRHandSide HandSide
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	

VelocityMagnitude

Declaration

```
public float VelocityMagnitude
```

Field Value

TYPE	DESCRIPTION
System.Single	

Properties

DeltaEulerZ

Declaration

```
public float DeltaEulerZ { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

DeltaRotationZ

Declaration

```
public Quaternion DeltaRotationZ { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Quaternion	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRXRInputController

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HurricaneVR.Framework.Shared.HVRCController
HVRXRInputController
```

Inherited Members

```
HurricaneVR.Framework.Shared.HVRCController.Side
HurricaneVR.Framework.Shared.HVRCController.GripButtonState
HurricaneVR.Framework.Shared.HVRCController.TriggerButtonState
HurricaneVR.Framework.Shared.HVRCController.PrimaryButtonState
HurricaneVR.Framework.Shared.HVRCController.SecondaryButtonState
HurricaneVR.Framework.Shared.HVRCController.MenuButtonState
HurricaneVR.Framework.Shared.HVRCController.PrimaryTouchButtonState
HurricaneVR.Framework.Shared.HVRCController.SecondaryTouchButtonState
HurricaneVR.Framework.Shared.HVRCController.JoystickButtonState
HurricaneVR.Framework.Shared.HVRCController.TrackpadButtonState
HurricaneVR.Framework.Shared.HVRCController.JoystickTouchState
HurricaneVR.Framework.Shared.HVRCController.TrackPadTouchState
HurricaneVR.Framework.Shared.HVRCController.TriggerTouchState
HurricaneVR.Framework.Shared.HVRCController.ThumbTouchState
HurricaneVR.Framework.Shared.HVRCController.TriggerNearTouchState
HurricaneVR.Framework.Shared.HVRCController.ThumbNearTouchState
HurricaneVR.Framework.Shared.HVRCController.TrackPadUp
HurricaneVR.Framework.Shared.HVRCController.TrackPadLeft
HurricaneVR.Framework.Shared.HVRCController.TrackPadRight
HurricaneVR.Framework.Shared.HVRCController.TrackPadDown
HurricaneVR.Framework.Shared.HVRCController.JoystickAxis
HurricaneVR.Framework.Shared.HVRCController.TrackpadAxis
HurricaneVR.Framework.Shared.HVRCController.PrimaryButton
HurricaneVR.Framework.Shared.HVRCController.SecondaryButton
HurricaneVR.Framework.Shared.HVRCController.JoystickClicked
HurricaneVR.Framework.Shared.HVRCController.TrackPadClicked
HurricaneVR.Framework.Shared.HVRCController.MenuButton
HurricaneVR.Framework.Shared.HVRCController.PrimaryTouch
HurricaneVR.Framework.Shared.HVRCController.SecondaryTouch
HurricaneVR.Framework.Shared.HVRCController.Grip
HurricaneVR.Framework.Shared.HVRCController.GripForce
HurricaneVR.Framework.Shared.HVRCController.Trigger
HurricaneVR.Framework.Shared.HVRCController.ThumbTouch
HurricaneVR.Framework.Shared.HVRCController.TriggerTouch
HurricaneVR.Framework.Shared.HVRCController.ThumbNearTouch
HurricaneVR.Framework.Shared.HVRCController.TriggerNearTouch
HurricaneVR.Framework.Shared.HVRCController.GripButton
HurricaneVR.Framework.Shared.HVRCController.TriggerButton
HurricaneVR.Framework.Shared.HVRCController.JoystickTouch
HurricaneVR.Framework.Shared.HVRCController.TrackPadTouch
```

HurricaneVR.Framework.Shared.HVRController.FingerCurls
HurricaneVR.Framework.Shared.HVRController.ThumbCurl
HurricaneVR.Framework.Shared.HVRController.IndexCurl
HurricaneVR.Framework.Shared.HVRController.MiddleCurl
HurricaneVR.Framework.Shared.HVRController.RingCurl
HurricaneVR.Framework.Shared.HVRController.PinkyCurl
HurricaneVR.Framework.Shared.HVRController.Velocity
HurricaneVR.Framework.Shared.HVRController.AngularVelocity
HurricaneVR.Framework.Shared.HVRController.IsActive
HurricaneVR.Framework.Shared.HVRController.XRNode
HurricaneVR.Framework.Shared.HVRController.Device
HurricaneVR.Framework.Shared.HVRController.ThumbstickDeadZone
HurricaneVR.Framework.Shared.HVRController.InputMap
HurricaneVR.Framework.Shared.HVRController.FingerSettings
HurricaneVR.Framework.Shared.HVRController.Knuckles
HurricaneVR.Framework.Shared.HVRController.WMR
HurricaneVR.Framework.Shared.HVRController.Vive
HurricaneVR.Framework.Shared.HVRController.LeftFingerCurls
HurricaneVR.Framework.Shared.HVRController.RightFingerCurls
HurricaneVR.Framework.Shared.HVRController.ControllerType
HurricaneVR.Framework.Shared.HVRController.AngularVelocityMagnitude
HurricaneVR.Framework.Shared.HVRController.VelocityMagnitude
HurricaneVR.Framework.Shared.HVRController.RecentVelocities
HurricaneVR.Framework.Shared.HVRController.Awake()
HurricaneVR.Framework.Shared.HVRController.Start()
HurricaneVR.Framework.Shared.HVRController.UpdateFingerCurls()
HurricaneVR.Framework.Shared.HVRController.ResetTrackedVelocities()
HurricaneVR.Framework.Shared.HVRController.GetAverageVelocity(System.Single)
HurricaneVR.Framework.Shared.HVRController.CheckButtonState(HurricaneVR.Framework.Shared.HVRButtons,
HurricaneVR.Framework.Shared.HVRButtonState)
HurricaneVR.Framework.Shared.HVRController.GetIsTriggerPressed()
HurricaneVR.Framework.Shared.HVRController.GetIsGripPressed()
HurricaneVR.Framework.Shared.HVRController.SetButtonState(HurricaneVR.Framework.Shared.HVRButtons,
HurricaneVR.Framework.Shared.HVRButtonState, System.Boolean)
HurricaneVR.Framework.Shared.HVRController.ResetButton(HurricaneVR.Framework.Shared.HVRButtonState)
HurricaneVR.Framework.Shared.HVRController.SetButtonState(HurricaneVR.Framework.Shared.HVRHandSide,
HurricaneVR.Framework.Shared.HVRButtons, HurricaneVR.Framework.Shared.HVRButtonState)
HurricaneVR.Framework.Shared.HVRController.GetButtonState(HurricaneVR.Framework.Shared.HVRHandSide,
HurricaneVR.Framework.Shared.HVRButtons)
HurricaneVR.Framework.Shared.HVRController.Vibrate(HurricaneVR.Framework.Shared.HapticData)
HurricaneVR.Framework.Shared.HVRController.Vibrate(System.Single, System.Single, System.Single)
UnityEngine MonoBehaviour.IsInvoking()
UnityEngine MonoBehaviour.CancelInvoke()
UnityEngine MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine MonoBehaviour.CancelInvoke(System.String)
UnityEngine MonoBehaviour.IsInvoking(System.String)
UnityEngine MonoBehaviour.StartCoroutine(System.String)
UnityEngine MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)

```
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
```

UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRXRInputController : HVRController
```

Properties

JoystickAxisFeature

Declaration

```
protected virtual InputFeatureUsage<Vector2> JoystickAxisFeature { get; }
```

Property Value

Type	Description
UnityEngine.XR.InputFeatureUsage<UnityEngine.Vector2>	

TrackPadAxisFeature

Declaration

```
protected virtual InputFeatureUsage<Vector2> TrackPadAxisFeature { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.XR.InputFeatureUsage<UnityEngine.Vector2>	

Methods

AfterInputUpdate()

Declaration

```
protected override void AfterInputUpdate()
```

Overrides

HurricaneVR.Framework.Shared.HVRController.AfterInputUpdate()

CheckAdditionalFeature(HVRXRInputFeatures)

Declaration

```
public bool CheckAdditionalFeature(HVRXRInputFeatures input)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRXRInputFeatures	input	

Returns

TYPE	DESCRIPTION
System.Boolean	

IsPressed(InputDevice, HVRXRInputFeatures, Single)

Declaration

```
public bool IsPressed(InputDevice device, HVRXRInputFeatures inputFeature, float threshold = 0F)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.XR.InputDevice	device	
HurricaneVR.Framework.Shared.HVRXRInputFeatures	inputFeature	
System.Single	threshold	

Returns

TYPE	DESCRIPTION
System.Boolean	

UpdateInput()

Declaration

```
protected override void UpdateInput()
```

Overrides

HurricaneVR.Framework.Shared.HVRController.UpdateInput()

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Enum VRMode

Namespace: [HurricaneVR.Framework.ControllerInput](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum VRMode
```

Fields

NAME	DESCRIPTION
Legacy	
XRPlugin	

Namespace

HurricaneVR.Framework.ControllerInput.InputEvents

Classes

[HVRGripButtonEvents](#)

[HVRJoystickButtonEvents](#)

[HVRJoystickTouchEvents](#)

[HVRMenuButtonEvents](#)

[HVRPrimaryButtonEvents](#)

[HVRPrimaryTouchButtonEvents](#)

[HVRSecondaryButtonEvents](#)

[HVRSecondaryTouchButtonEvents](#)

[HVRThumbTouchEvents](#)

[HVRTrackpadButtonEvents](#)

[HVRTrackPadDownEvents](#)

[HVRTrackPadLeftEvents](#)

[HVRTrackPadRightEvents](#)

[HVRTrackPadTouchEvents](#)

[HVRTrackPadUpEvents](#)

[HVRTriggerButtonEvents](#)

[HVRTriggerTouchEvents](#)

Class HVRGripButtonEvents

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputAction
HVRGripButtonEvents
```

Inherited Members

```
HVRInputAction.Grabbable
HVRInputAction.Awake()
HVRInputAction.Update()
UnityEngine.MonoBehaviour.IsNullOrInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsNullOrInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput.InputEvents](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRGripButtonEvents : HVRInputAction
```

Fields

Activated

Declaration

```
public UnityEvent Activated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Deactivated

Declaration

```
public UnityEvent Deactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Value

Declaration

```
public float Value
```

Field Value

TYPE	DESCRIPTION
System.Single	

Methods

CheckInput(HVRController)

Declaration

```
protected override void CheckInput(HVRController controller)
```

Parameters

Type	Name	Description
HurricaneVR.Framework.Shared.HVRController	controller	

Overrides

[HVRInputAction.CheckInput\(HVRController\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRJoystickButtonEvents

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputAction
HVRJoystickButtonEvents
```

Inherited Members

```
HVRInputAction.Grabbable
HVRInputAction.Awake()
HVRInputAction.Update()
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput.InputEvents](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRJoystickButtonEvents : HVRInputAction
```

Fields

Activated

Declaration

```
public UnityEvent Activated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Deactivated

Declaration

```
public UnityEvent Deactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Methods

CheckInput(HVRController)

Declaration

```
protected override void CheckInput(HVRController controller)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	controller	

Overrides

[HVRInputAction.CheckInput\(HVRController\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRJoystickTouchEvents

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputAction
HVRJoystickTouchEvents
```

Inherited Members

```
HVRInputAction.Grabbable
HVRInputAction.Awake()
HVRInputAction.Update()
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput.InputEvents](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRJoystickTouchEvents : HVRInputAction
```

Fields

Activated

Declaration

```
public UnityEvent Activated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Deactivated

Declaration

```
public UnityEvent Deactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Methods

CheckInput(HVRController)

Declaration

```
protected override void CheckInput(HVRController controller)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	controller	

Overrides

[HVRInputAction.CheckInput\(HVRController\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRMenuButtonEvents

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputAction
HVRMenuButtonEvents
```

Inherited Members

```
HVRInputAction.Grabbable
HVRInputAction.Awake()
HVRInputAction.Update()
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput.InputEvents](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRMenuButtonEvents : HVRInputAction
```

Fields

Activated

Declaration

```
public UnityEvent Activated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Deactivated

Declaration

```
public UnityEvent Deactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Methods

CheckInput(HVRController)

Declaration

```
protected override void CheckInput(HVRController controller)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	controller	

Overrides

[HVRInputAction.CheckInput\(HVRController\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRPrimaryButtonEvents

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputAction
HVRPrimaryButtonEvents
```

Inherited Members

```
HVRInputAction.Grabbable
HVRInputAction.Awake()
HVRInputAction.Update()
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput.InputEvents](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRPrimaryButtonEvents : HVRInputAction
```

Fields

Activated

Declaration

```
public UnityEvent Activated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Deactivated

Declaration

```
public UnityEvent Deactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Methods

CheckInput(HVRController)

Declaration

```
protected override void CheckInput(HVRController controller)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	controller	

Overrides

[HVRInputAction.CheckInput\(HVRController\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRPrimaryTouchButtonEvents

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputAction
HVRPrimaryTouchButtonEvents
```

Inherited Members

```
HVRInputAction.Grabbable
HVRInputAction.Awake()
HVRInputAction.Update()
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput.InputEvents](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRPrimaryTouchButtonEvents : HVRIInputAction
```

Fields

Activated

Declaration

```
public UnityEvent Activated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Deactivated

Declaration

```
public UnityEvent Deactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Methods

CheckInput(HVRController)

Declaration

```
protected override void CheckInput(HVRController controller)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	controller	

Overrides

[HVRIInputAction.CheckInput\(HVRController\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRSecondaryButtonEvents

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputAction
HVRSecondaryButtonEvents
```

Inherited Members

```
HVRInputAction.Grabbable
HVRInputAction.Awake()
HVRInputAction.Update()
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput.InputEvents](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRSecondaryButtonEvents : HVRInputAction
```

Fields

Activated

Declaration

```
public UnityEvent Activated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Deactivated

Declaration

```
public UnityEvent Deactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Methods

CheckInput(HVRController)

Declaration

```
protected override void CheckInput(HVRController controller)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	controller	

Overrides

[HVRInputAction.CheckInput\(HVRController\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRSecondaryTouchButtonEvents

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputAction
HVRSecondaryTouchButtonEvents
```

Inherited Members

```
HVRInputAction.Grabbable
HVRInputAction.Awake\(\)
HVRInputAction.Update\(\)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput.InputEvents](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRSecondaryTouchButtonEvents : HVRInputAction
```

Fields

Activated

Declaration

```
public UnityEvent Activated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Deactivated

Declaration

```
public UnityEvent Deactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Methods

CheckInput(HVRController)

Declaration

```
protected override void CheckInput(HVRController controller)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	controller	

Overrides

[HVRInputAction.CheckInput\(HVRController\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRThumbTouchEvents

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputAction
HVRThumbTouchEvents
```

Inherited Members

```
HVRInputAction.Grabbable
HVRInputAction.Awake()
HVRInputAction.Update()
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput.InputEvents](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRThumbTouchEvents : HVRInputAction
```

Fields

Activated

Declaration

```
public UnityEvent Activated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Deactivated

Declaration

```
public UnityEvent Deactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Methods

CheckInput(HVRController)

Declaration

```
protected override void CheckInput(HVRController controller)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	controller	

Overrides

[HVRInputAction.CheckInput\(HVRController\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRTrackpadButtonEvents

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputAction
HVRTrackpadButtonEvents
```

Inherited Members

```
HVRInputAction.Grabbable
HVRInputAction.Awake()
HVRInputAction.Update()
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput.InputEvents](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRTrackpadButtonEvents : HVRInputAction
```

Fields

Activated

Declaration

```
public UnityEvent Activated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Deactivated

Declaration

```
public UnityEvent Deactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Methods

CheckInput(HVRController)

Declaration

```
protected override void CheckInput(HVRController controller)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	controller	

Overrides

[HVRInputAction.CheckInput\(HVRController\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRTrackPadDownEvents

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputAction
HVRTrackPadDownEvents
```

Inherited Members

```
HVRInputAction.Grabbable
HVRInputAction.Awake\(\)
HVRInputAction.Update\(\)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput.InputEvents](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRTrackPadDownEvents : HVRInputAction
```

Fields

Activated

Declaration

```
public UnityEvent Activated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Deactivated

Declaration

```
public UnityEvent Deactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Methods

CheckInput(HVRController)

Declaration

```
protected override void CheckInput(HVRController controller)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	controller	

Overrides

[HVRInputAction.CheckInput\(HVRController\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRTrackPadLeftEvents

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputAction
HVRTrackPadLeftEvents
```

Inherited Members

```
HVRInputAction.Grabbable
HVRInputAction.Awake()
HVRInputAction.Update()
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput.InputEvents](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRTrackPadLeftEvents : HVRInputAction
```

Fields

Activated

Declaration

```
public UnityEvent Activated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Deactivated

Declaration

```
public UnityEvent Deactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Methods

CheckInput(HVRController)

Declaration

```
protected override void CheckInput(HVRController controller)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	controller	

Overrides

[HVRInputAction.CheckInput\(HVRController\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRTrackPadRightEvents

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputAction
HVRTrackPadRightEvents
```

Inherited Members

```
HVRInputAction.Grabbable
HVRInputAction.Awake()
HVRInputAction.Update()
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput.InputEvents](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRTrackPadRightEvents : HVRInputAction
```

Fields

Activated

Declaration

```
public UnityEvent Activated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Deactivated

Declaration

```
public UnityEvent Deactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Methods

CheckInput(HVRController)

Declaration

```
protected override void CheckInput(HVRController controller)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	controller	

Overrides

[HVRInputAction.CheckInput\(HVRController\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRTrackPadTouchEvents

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputAction
HVRTrackPadTouchEvents
```

Inherited Members

```
HVRInputAction.Grabbable
HVRInputAction.Awake()
HVRInputAction.Update()
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput.InputEvents](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRTrackPadTouchEvents : HVRInputAction
```

Fields

Activated

Declaration

```
public UnityEvent Activated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Deactivated

Declaration

```
public UnityEvent Deactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Methods

CheckInput(HVRController)

Declaration

```
protected override void CheckInput(HVRController controller)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	controller	

Overrides

[HVRInputAction.CheckInput\(HVRController\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRTrackPadUpEvents

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputAction
HVRTrackPadUpEvents
```

Inherited Members

```
HVRInputAction.Grabbable
HVRInputAction.Awake()
HVRInputAction.Update()
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput.InputEvents](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRTrackPadUpEvents : HVRInputAction
```

Fields

Activated

Declaration

```
public UnityEvent Activated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Deactivated

Declaration

```
public UnityEvent Deactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Methods

CheckInput(HVRController)

Declaration

```
protected override void CheckInput(HVRController controller)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	controller	

Overrides

[HVRInputAction.CheckInput\(HVRController\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRTriggerButtonEvents

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputAction
HVRTriggerButtonEvents
```

Inherited Members

```
HVRInputAction.Grabbable
HVRInputAction.Awake()
HVRInputAction.Update()
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput.InputEvents](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRTriggerButtonEvents : HVRInputAction
```

Fields

Activated

Declaration

```
public UnityEvent Activated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Deactivated

Declaration

```
public UnityEvent Deactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Value

Declaration

```
public float Value
```

Field Value

TYPE	DESCRIPTION
System.Single	

Methods

CheckInput(HVRController)

Declaration

```
protected override void CheckInput(HVRController controller)
```

Parameters

Type	Name	Description
HurricaneVR.Framework.Shared.HVRController	controller	

Overrides

[HVRInputAction.CheckInput\(HVRController\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRTriggerTouchEvents

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputAction
HVRTriggerTouchEvents
```

Inherited Members

```
HVRInputAction.Grabbable
HVRInputAction.Awake()
HVRInputAction.Update()
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.ControllerInput.InputEvents](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRTriggerTouchEvents : HVRInputAction
```

Fields

Activated

Declaration

```
public UnityEvent Activated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Deactivated

Declaration

```
public UnityEvent Deactivated
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Methods

CheckInput(HVRController)

Declaration

```
protected override void CheckInput(HVRController controller)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	controller	

Overrides

[HVRInputAction.CheckInput\(HVRController\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Namespace HurricaneVR.Framework.Core

Classes

[DialSteppedEvent](#)

[DialTurnedEvent](#)

[HVRForceGrabberLaser](#)

[HVRGrabbable](#)

[HVRGrabbableChild](#)

[HVRGrabberManager](#)

[HVRGrabPoints](#)

[HVRHandGrabEvent](#)

[HVRHandPhysics](#)

[HVRManager](#)

[HVRPhysicsGrabbable](#)

[HVRRequireOtherGrabbable](#)

[HVRSettings](#)

[LeverMovedEvent](#)

[LeverSteppedEvent](#)

[VRGrabbableEvent](#)

[VRGrabberEvent](#)

[VRHandGrabberEvent](#)

[VRHandPoseEvent](#)

[VRSocketEvent](#)

Enums

[GrabpointFilter](#)

Class DialSteppedEvent

Inheritance

System.Object
UnityEngine.Events.UnityEventBase
UnityEngine.Events.UnityEvent<System.Int32>
DialSteppedEvent

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<System.Int32>.AddListener(UnityEngine.Events.UnityAction<System.Int32>)
UnityEngine.Events.UnityEvent<System.Int32>.RemoveListener(UnityEngine.Events.UnityAction<System.Int32>)
UnityEngine.Events.UnityEvent<System.Int32>.FindMethod_Impl(System.String, System.Object)
UnityEngine.Events.UnityEvent<System.Int32>.Invoke(System.Int32)
UnityEngine.Events.UnityEventBase.UnityEventBase.ISerializationCallbackReceiver.OnBeforeSerialize()
UnityEngine.Events.UnityEventBase.UnityEventBase.ISerializationCallbackReceiver.OnAfterDeserialize()
UnityEngine.Events.UnityEventBase.GetPersistentEventCount()
UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)
UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)
UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)
UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveAllListeners()
UnityEngine.Events.UnityEventBase.Invoke(System.Object[])
UnityEngine.Events.UnityEventBase.ToString()
UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object,
UnityEngine.Events.PersistentListenerMode)
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object,
UnityEngine.Events.PersistentListenerMode, System.Type)
UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core](#)

Assembly: [HurricaneVR.Framework.dll](#)

Syntax

```
[Serializable]
public class DialSteppedEvent : UnityEvent<int>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Class DialTurnedEvent

Inheritance

System.Object

UnityEngine.Events.UnityEventBase

UnityEngine.Events.UnityEvent<System.Single, System.Single, System.Single>

DialTurnedEvent

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<System.Single, System.Single,

System.Single>.AddListener(UnityEngine.Events.UnityAction<System.Single, System.Single, System.Single>)

UnityEngine.Events.UnityEvent<System.Single, System.Single,

System.Single>.RemoveListener(UnityEngine.Events.UnityAction<System.Single, System.Single, System.Single>)

UnityEngine.Events.UnityEvent<System.Single, System.Single, System.Single>.FindMethod_Impl(System.String, System.Object)

UnityEngine.Events.UnityEvent<System.Single, System.Single, System.Single>.Invoke(System.Single, System.Single, System.Single)

UnityEngine.Events.UnityEventBase.UnityEventBase.ISerializationCallbackReceiver.OnBeforeSerialize()

UnityEngine.Events.UnityEventBase.UnityEventBase.ISerializationCallbackReceiver.OnAfterDeserialize()

UnityEngine.Events.UnityEventBase.FindMethod_Impl(System.String, System.Object)

UnityEngine.Events.UnityEventBase.GetPersistentEventCount()

UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)

UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)

UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)

UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)

UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)

UnityEngine.Events.UnityEventBase.RemoveAllListeners()

UnityEngine.Events.UnityEventBase.Invoke(System.Object[])

UnityEngine.Events.UnityEventBase.ToString()

UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])

UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object,

UnityEngine.Events.PersistentListenerMode)

UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object,

UnityEngine.Events.PersistentListenerMode, System.Type)

UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Name space: [HurricaneVR.Framework.Core](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class DialTurnedEvent : UnityEvent<float, float, float>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Enum GrabpointFilter

Namespace: [HurricaneVR.Framework.Core](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum GrabpointFilter
```

Fields

NAME	DESCRIPTION
ForceGrab	
Normal	
Socket	

Class HVRForceGrabberLaser

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRForceGrabberLaser
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(LineRenderer))]  
public class HVRForceGrabberLaser : MonoBehaviour
```

Fields

LineRenderer

Declaration

```
public LineRenderer LineRenderer
```

Field Value

TYPE	DESCRIPTION
UnityEngine.LineRenderer	

Percent

Declaration

```
public float Percent
```

Field Value

TYPE	DESCRIPTION
System.Single	

Points

Declaration

```
public int Points
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Target

Declaration

```
public Transform Target
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Methods

Disable()

Declaration

```
public void Disable()
```

Enable(Transform)

Declaration

```
public void Enable(Transform target)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Transform	target	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRGrabbable

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGrabbable
[HVRPhysicsGrabbable](#)
[HVRArrowPassthrough](#)
[HVRChargingHandle](#)
[HVRSlide](#)

Inherited Members

UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRGrabbable : MonoBehaviour
```

Fields

Activated

Declaration

```
public VRGrabberEvent Activated
```

Field Value

TYPE	DESCRIPTION
VRGrabberEvent	

AllowMultiplayerSwap

Declaration

```
[Tooltip("If in a networked game, can someone take this object from your hand?")]
public bool AllowMultiplayerSwap
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

AutoApplyLayer

Declaration

```
public bool AutoApplyLayer
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

BreakDistance

Declaration

```
[Tooltip("Released if the grabbable exceeds this distance from the grabber.")]
public float BreakDistance
```

Field Value

TYPE	DESCRIPTION
System.Single	

Collided

Declaration

```
public VRGrabbableEvent Collided
```

Field Value

TYPE	DESCRIPTION
VRGrabbableEvent	

CollisionDetection

Declaration

```
[Tooltip("Rigidbody CD will be set to this while held.")]
public CollisionDetectionMode CollisionDetection
```

Field Value

TYPE	DESCRIPTION
UnityEngine.CollisionDetectionMode	

CollisionParents

Declaration

```
[Tooltip("If assigned, Colliders will populate from these transforms, otherwise all children colliders of the
object will be used (until another grabbable is found.).")]
public List<Transform> CollisionParents
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<UnityEngine.Transform>	

ConsiderGrabPointAngle

Declaration

```
[Tooltip("Should angle be compared when considering which grab point to choose, grab point should be close
together")]
public bool ConsiderGrabPointAngle
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Deactivated

Declaration

```
public VRGrabberEvent Deactivated
```

Field Value

TYPE	DESCRIPTION
VRGrabberEvent	

Destroyed

Declaration

```
public VRGrabbableEvent Destroyed
```

Field Value

TYPE	DESCRIPTION
VRGrabbableEvent	

DisableHandCollision

Declaration

```
[Tooltip("If true, grabbing this object will disable hand collision while held")]
public bool DisableHandCollision
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

DrawCenterOfMass

Declaration

```
public bool DrawCenterOfMass
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

ExtraIgnoreCollisionParents

Declaration

```
[Tooltip("Additional transforms to ignore children colliders when grabbing, helpful for compound objects")]
public List<Transform> ExtraIgnoreCollisionParents
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<UnityEngine.Transform>	

FinalJointMaxAngle

Declaration

```
[Tooltip("Must be below this angle delta from expected hand pose and current hand orientation to create the final joint.")]
public float FinalJointMaxAngle
```

Field Value

TYPE	DESCRIPTION
System.Single	

FinalJointQuick

Declaration

```
[Tooltip("If the joint target rotation doesn't need to be 0 you can turn this to true. Set to false for guns or items that you will apply force to.")]
public bool FinalJointQuick
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

FinalJointTimeout

Declaration

```
[Tooltip("If FinalJointQuick - how long do we try pulling into position before using the final joint settings.")]
public float FinalJointTimeout
```

Field Value

TYPE	DESCRIPTION
System.Single	

ForceGrabbable

Declaration

```
[Header("Force Grabbing")]
public bool ForceGrabbable
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

ForceGrabIndicator

Declaration

```
public HVRGrabbableHoverBase ForceGrabIndicator
```

Field Value

TYPE	DESCRIPTION
HVRGrabbableHoverBase	

ForcePullOverride

Declaration

```
[Tooltip("Override for when using Force Pull style distance grabbing. Does not apply to gravity glove style.")]
public HVRForcePullSettings ForcePullOverride
```

Field Value

TYPE	DESCRIPTION
HVRForcePullSettings	

Grabbed

Declaration

```
public VRGrabberEvent Grabbed
```

Field Value

TYPE	DESCRIPTION
VRGrabberEvent	

Grabbers

Declaration

```
public List<HVRGrabberBase> Grabbers
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< HVRGrabberBase >	

GrabColliders

Declaration

```
[Tooltip("If populated, only these colliders will be used by the grab detection system.")]
public Collider[] GrabColliders
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Collider[]	

GrabControl

Declaration

```
public HVRGrabControls GrabControl
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRGrabControls	

GrabIndicator

Declaration

```
[Header("Grab Indicators")]
public HVRGrabbableHoverBase GrabIndicator
```

Field Value

TYPE	DESCRIPTION
HVRGrabbableHoverBase	

GrabPoints

Declaration

```
public List<Transform> GrabPoints
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<UnityEngine.Transform>	

GrabPointsMeta

Declaration

```
public List<HVRPosableGrabPoint> GrabPointsMeta
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<HVRPosableGrabPoint>	

GrabTrigger

Declaration

```
[DrawIf("OverrideGrabTrigger", true, DrawIfAttribute.DisablingType.DontDraw)]
public HVRGrabTrigger GrabTrigger
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRGrabTrigger	

GrabType

Declaration

```
[Header("Grab Settings")]
public HVRGrabType GrabType
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRGrabType	

HandFullReleased

Declaration

```
public VRHandGrabberEvent HandFullReleased
```

Field Value

TYPE	DESCRIPTION
VRHandGrabberEvent	

HandGrabbed

Declaration

```
public VRHandGrabberEvent HandGrabbed
```

Field Value

TYPE	DESCRIPTION
VRHandGrabberEvent	

HandGrabbedClip

Declaration

```
[Header("SFX")]
[Tooltip("SFX played when grabbed by a hand.")]
public AudioClip HandGrabbedClip
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

HandGrabbers

Declaration

```
public List<HVRHandGrabber> HandGrabbers
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< HVRHandGrabber >	

HandReleased

Declaration

```
public VRHandGrabberEvent HandReleased
```

Field Value

Type	Description
VRHandGrabberEvent	

HeldGrabPoints

Declaration

```
public readonly HashSet<Transform> HeldGrabPoints
```

Field Value

Type	Description
System.Collections.Generic.HashSet<UnityEngine.Transform>	

HoldType

Declaration

```
public HVRHoldType HoldType
```

Field Value

Type	Description
HurricaneVR.Framework.Shared.HVRHoldType	

HoverEnter

Declaration

```
public VRGrabberEvent HoverEnter
```

Field Value

Type	Description
VRGrabberEvent	

HoverExit

Declaration

```
public VRGrabberEvent HoverExit
```

Field Value

Type	Description
VRGrabberEvent	

JointOverride

Declaration

```
[Header("Configurable Joint Override")]
[Tooltip("If set it will override the default joint settings - recommended to override the hand settings instead.")]
public HVRJointSettings JointOverride
```

Field Value

Type	Description
HVRJointSettings	

LinkStartingSocket

Declaration

```
[Tooltip("If true this grabbable will be auto grabbed by the StartingSocket whenever it's dropped.")]  
public bool LinkStartingSocket
```

Field Value

Type	Description
System.Boolean	

MasterGrabbable

Declaration

```
[Tooltip("Used by the HVRTeleportCollisionHandler component for post teleport grabbable movement, set this for  
compound grabbable objects if teleporting while holding this is causing issues")]  
public HVRGrabbable MasterGrabbable
```

Field Value

Type	Description
HVRGrabbable	

OneHandJointSettings

Declaration

```
[Header("Hand Joint Overrides")]  
[Tooltip("Applies the joint settings to the hand joint with one hand hold.")]  
public HVRJointSettings OneHandJointSettings
```

Field Value

Type	Description
HVRJointSettings	

OverlapTimeout

Declaration

```
[Tooltip("If not requiring overlap clearance, how long to wait to re-enable collision with the hand")]  
public float OverlapTimeout
```

Field Value

Type	Description
System.Single	

OverrideGrabTrigger

Declaration

```
public bool OverrideGrabTrigger
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

PalmCenterOfMass

Declaration

```
[Header("Physics")]
[Tooltip("If true the hand palm will become the center of mass on grab, midpoint for 2 handed grabs")]
public bool PalmCenterOfMass
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

ParentHandModel

Declaration

```
[Tooltip("Should the hand model parent to the grabbable once close enough? Required for posing.")]
public bool ParentHandModel
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

PhysicsPoserFallback

Declaration

```
[Tooltip("If grab type is snap and a pose couldn't resolve, should we try dynamic grabbing.")]
public bool PhysicsPoserFallback
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

PoseImmediately

Declaration

```
[FormerlySerializedAs("ParentHandModelImmediately")]
[Tooltip("Should the hand model pose immediately to this upon grabbing.")]
public bool PoseImmediately
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

PullingSettingsOverride

Declaration

```
[Tooltip("Uses this to pull the object to the hand, overrides default settings")]
public HVRJointSettings PullingSettingsOverride
```

Field Value

TYPE	DESCRIPTION
HVRJointSettings	

Released

Declaration

```
public VRGrabberEvent Released
```

Field Value

TYPE	DESCRIPTION
VRGrabberEvent	

ReleasedAngularConversionFactor

Declaration

```
[Header("Throwing Settings")]
[Tooltip("Factor to apply to the angular to linear calculation.")]
public float ReleasedAngularConversionFactor
```

Field Value

TYPE	DESCRIPTION
System.Single	

ReleasedAngularFactor

Declaration

```
[Tooltip("Factor to apply to the angular throwing velocity.")]
public float ReleasedAngularFactor
```

Field Value

TYPE	DESCRIPTION
System.Single	

ReleasedVelocityFactor

Declaration

```
[Tooltip("Factor to apply to the linear throwing velocity.")]
public float ReleasedVelocityFactor
```

Field Value

TYPE	DESCRIPTION
System.Single	

RemainsKinematic

Declaration

```
[Tooltip("If true the object remains kinematic")]
public bool RemainsKinematic
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

RequireLineOfSight

Declaration

```
[Tooltip("Does this grabbable require line of sight to the hand grabber to be grabbed?")]
public bool RequireLineOfSight
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

RequireOverlapClearance

Declaration

```
[Tooltip("If true the hand must not overlap this any longer to re-enable collision")]
public bool RequireOverlapClearance
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Rigidbody

Declaration

```
[Header("Misc")]
[Tooltip("RB for hand jointing, majority of grabbables should be on the rigidbody, only assign this for
compound objects with secondary grabbables")]
public Rigidbody Rigidbody
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

ShowBoundingBox

Declaration

```
[Header("Debug")]
public bool ShowBoundingBox
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

ShowForceGrabIndicator

Declaration

```
public bool ShowForceGrabIndicator
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

ShowGrabIndicator

Declaration

```
public bool ShowGrabIndicator
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

ShowTriggerGrabIndicator

Declaration

```
public bool ShowTriggerGrabIndicator
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Socketed

Declaration

```
public VRSocketEvent Socketed
```

Field Value

TYPE	DESCRIPTION
VRSocketEvent	

SocketGrabPoints

Declaration

```
[Tooltip("If provided only these grab points will be considered when an object is removed from a socket,  
otherwise the closest grab point will be used.")]  
public HVRPosableGrabPoint[] SocketGrabPoints
```

Field Value

TYPE	DESCRIPTION
HVRPosableGrabPoint[]	

Stabbable

Declaration

```
public HVRStabbable Stabbable
```

Field Value

TYPE	DESCRIPTION
HVRStabbable	

Stabbers

Declaration

```
public List<HVRStabber> Stabbers
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< HVRStabber >	

StartingSocket

Declaration

```
[Header("Sockets")]
[Tooltip("Socket that this grabbable will start in.")]
public HVRSocket StartingSocket
```

Field Value

TYPE	DESCRIPTION
HVRSocket	

Stationary

Declaration

```
[Tooltip("If true the object is static or attached to something else and shouldn't be pulled and rotated to the hand")]
public bool Stationary
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

TrackingType

Declaration

```
public HVRGrabTracking TrackingType
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRGrabTracking	

TwoHandJointSettings

Declaration

```
[Tooltip("Applies the joint settings to the hand joint with two hand hold.")]
public HVRJointSettings TwoHandJointSettings
```

Field Value

TYPE	DESCRIPTION
HVRJointSettings	

UnSocketed

Declaration

```
public VRSocketEvent UnSocketed
```

Field Value

TYPE	DESCRIPTION
VRSocketEvent	

UseColliderClosestPoint

Declaration

```
[Tooltip("Let the grab system know if it can use collider closest point for line of sight and distance checking for grab detection")]
public bool UseColliderClosestPoint
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Properties

AdditionalIgnoreColliders

Declaration

```
public List<Collider> AdditionalIgnoreColliders { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<UnityEngine.Collider>	

BeingDestroyed

Declaration

```
public bool BeingDestroyed { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

CanBeGrabbed

Declaration

```
public bool CanBeGrabbed { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Colliders

Used to line of sight checks when grabbing, as well as disabling collision between the hand and the this object while grabbing.

Declaration

```
public List<Collider> Colliders { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<UnityEngine.Collider>	

DropOnRequiredReleased

Declaration

```
public bool DropOnRequiredReleased { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

ElapsedSinceReleased

Declaration

```
public float ElapsedSinceReleased { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

ForceTwoHandSettings

If true will force use the two hand settings regardless of the number of hand grabbers holding

Declaration

```
public bool ForceTwoHandSettings { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

GrabberCount

Declaration

```
public int GrabberCount { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

GrabRequiredIfReleased

Declaration

```
public bool GrabRequiredIfReleased { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

HasConcaveColliders

Declaration

```
public bool HasConcaveColliders { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsBeingForcedGrabbed

Declaration

```
public bool IsBeingForcedGrabbed { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsBeingHeld

Declaration

```
public bool IsBeingHeld { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsClimbable

Declaration

```
public bool IsClimbable { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsHandGrabbed

Declaration

```
public bool IsHandGrabbed { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsJointGrab

Declaration

```
public bool IsJointGrab { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsLeftHandGrabbed

Declaration

```
public bool IsLeftHandGrabbed { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsMine

Declaration

```
public virtual bool IsMine { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsRightHandGrabbed

Declaration

```
public bool IsRightHandGrabbed { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsSocketed

Declaration

```
public bool IsSocketed { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsStabbed

Declaration

```
public bool IsStabbed { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsStabbing

Declaration

```
public bool IsStabbing { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

LeftHandGrabber

Declaration

```
public HVRHandGrabber LeftHandGrabber { get; }
```

Property Value

TYPE	DESCRIPTION
HVRHandGrabber	

LinkedSocket

The socket this grabbable will return to when it's released.

Declaration

```
public HVRSocket LinkedSocket { get; set; }
```

Property Value

TYPE	DESCRIPTION
HVRSocket	

ModelBounds

Declaration

```
public Bounds ModelBounds { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Bounds	

OriginalCollisionMode

Declaration

```
public CollisionDetectionMode OriginalCollisionMode { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.CollisionDetectionMode	

PrimaryGrabber

Declaration

```
public HVRGrabberBase PrimaryGrabber { get; }
```

Property Value

TYPE	DESCRIPTION
HVRGrabberBase	

RequiredGrabbable

Declaration

```
public HVRGrabbable RequiredGrabbable { get; }
```

Property Value

TYPE	DESCRIPTION
HVRGrabbable	

RequiredGrabbableComponent

Declaration

```
public HVRRequireOtherGrabbable RequiredGrabbableComponent { get; set; }
```

Property Value

TYPE	DESCRIPTION
HVRRequireOtherGrabbable	

RequiresGrabbable

Declaration

```
public bool RequiresGrabbable { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

RightHandGrabber

Declaration

```
public HVRHandGrabber RightHandGrabber { get; }
```

Property Value

TYPE	DESCRIPTION
HVRHandGrabber	

Socket

Declaration

```
public HVRSocket Socket { get; }
```

Property Value

TYPE	DESCRIPTION
HVRSocket	

Socketable

Declaration

```
public HVRSocketable Socketable { get; }
```

Property Value

TYPE	DESCRIPTION
HVRSocketable	

SocketHoverer

Declaration

```
public HVRSocket SocketHoverer { get; }
```

Property Value

TYPE	DESCRIPTION
HVRSocket	

Triggers

Used for line of sight checks when grabbing.

Declaration

```
public List<Collider> Triggers { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<UnityEngine.Collider>	

WasGravity

Declaration

```
public bool WasGravity { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

WasKinematic

Declaration

```
public bool WasKinematic { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

AnyGrabberNotMine()

Used for networked games, to determine if any grabber holding this object is not ours

Declaration

```
public bool AnyGrabberNotMine()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Awake()

Declaration

```
protected virtual void Awake()
```

DisableCollision()

Disables all non trigger colliders

Declaration

```
public void DisableCollision()
```

EnableCollision()

Enables all non trigger colliders

Declaration

```
public void EnableCollision()
```

FindColliders(Transform, List<Collider>, List<Collider>)

Recursively finds colliders and triggers, ignores children that are grabbables.

Declaration

```
protected virtual void FindColliders(Transform parent, List<Collider> colliders, List<Collider> triggers)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Transform	parent	
System.Collections.Generic.List<UnityEngine.Collider>	colliders	
System.Collections.Generic.List<UnityEngine.Collider>	triggers	

FixedUpdate()

Declaration

```
protected virtual void FixedUpdate()
```

ForceRelease()

Forces any held grabbers to release this grabbable.

Declaration

```
public void ForceRelease()
```

GetAverageAngularVelocity(Int32, Int32)

Gets the average angular velocity of the grabbable for N frames into the past starting at start frames into the past.

Declaration

```
public Vector3 GetAverageAngularVelocity(int frames, int start)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	frames	
System.Int32	start	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

GetAverageVelocity(Int32, Int32, Boolean, Int32)

Gets the average velocity of the grabbable for N frames into the past starting at start frames into the past.

Declaration

```
public Vector3 GetAverageVelocity(int frames, int start, bool takePeak = false, int nPeak = 3)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	frames	

TYPE	NAME	DESCRIPTION
System.Int32	start	
System.Boolean	takePeak	
System.Int32	nPeak	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

GetDistanceToGrabber(Vector3)

Gets the distance between this grabbable and the provided grabber

Declaration

```
public virtual float GetDistanceToGrabber(Vector3 point)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	point	

Returns

TYPE	DESCRIPTION
System.Single	

GetGrabPoint(HVRHandGrabber, GrabpointFilter)

Declaration

```
public HVRPosableGrabPoint GetGrabPoint(HVRHandGrabber hand, GrabpointFilter filter)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	hand	
GrabpointFilter	filter	

Returns

TYPE	DESCRIPTION
HVRPosableGrabPoint	

GetSquareDistanceToGrabber(Vector3)

Gets the Squared Distance between this grabbable and the provided grabber

Declaration

```
public virtual float GetSquareDistanceToGrabber(Vector3 point)
```

Parameters

Type	Name	Description
UnityEngine.Vector3	point	

Returns

Type	Description
System.Single	

GrabPointValid(HVRHandGrabber, HVRPosableGrabPoint, GrabpointFilter)

Declaration

```
protected virtual bool GrabPointValid(HVRHandGrabber hand, HVRPosableGrabPoint grabPoint, GrabpointFilter filter)
```

Parameters

Type	Name	Description
HVRHandGrabber	hand	
HVRPosableGrabPoint	grabPoint	
GrabpointFilter	filter	

Returns

Type	Description
System.Boolean	

IgnoreCollision(HVRGrabbable, Boolean)

Ignores collision with another grabbable

Declaration

```
public void IgnoreCollision(HVRGrabbable other, bool ignore = true)
```

Parameters

Type	Name	Description
HVRGrabbable	other	
System.Boolean	ignore	

InternalOnActivate(HVRGrabberBase)

When the grabbable is activated, such as when the trigger is pulled by the held hand grabber

Declaration

```
protected virtual void InternalOnActivate(HVRGrabberBase grabber)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	

InternalOnDeactivate(HVRGrabberBase)

When the grabbable is deactivated, such as when the trigger is released by the held hand grabber

Declaration

```
protected virtual void InternalOnDeactivate(HVRGrabberBase grabber)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	

InternalOnHoverExit(HVRGrabberBase)

Declaration

```
protected virtual void InternalOnHoverExit(HVRGrabberBase grabber)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	

IsIgnoreCollider(Collider)

Declaration

```
public bool IsIgnoreCollider(Collider col)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Collider	col	

Returns

TYPE	DESCRIPTION
System.Boolean	

LoadGrabPoints()

Declaration

```
public virtual void LoadGrabPoints()
```

OnActivate(HVRGrabberBase)

When the grabbable is activated, such as when the trigger is pulled by the held hand grabber

Declaration

```
protected virtual void OnActivate(HVRGrabberBase grabber)
```

Parameters

Type	Name	Description
HVRGrabberBase	grabber	

OnAfterHandGrabberAdded(HVRHandGrabber)

Called after a hand grabs this and is added to the HandGrabbers field.

Declaration

```
protected virtual void OnAfterHandGrabberAdded(HVRHandGrabber handGrabber)
```

Parameters

Type	Name	Description
HVRHandGrabber	handGrabber	

OnAfterHandGrabberRemoved(HVRHandGrabber)

Declaration

```
protected virtual void OnAfterHandGrabberRemoved(HVRHandGrabber handGrabber)
```

Parameters

Type	Name	Description
HVRHandGrabber	handGrabber	

OnBeforeGrabbed(HVRGrabberBase)

Fired before the OnGrabbed method

Declaration

```
protected virtual void OnBeforeGrabbed(HVRGrabberBase grabber)
```

Parameters

Type	Name	Description
HVRGrabberBase	grabber	

OnBeforeHandGrabberRemoved(HVRHandGrabber)

Called before a hand grabber is removed from the HandGrabbers field.

Declaration

```
protected virtual void OnBeforeHandGrabberRemoved(HVRHandGrabber handGrabber)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	handGrabber	

OnCollisionEnter(Collision)

Declaration

```
protected virtual void OnCollisionEnter(Collision other)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Collision	other	

OnDeactivate(HVRGrabberBase)

When the grabbable is deactivated, such as when the trigger is released by the held hand grabber

Declaration

```
protected virtual void OnDeactivate(HVRGrabberBase grabber)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	

OnGrabbed(HVRGrabberBase)

Fired upon a successful grab

Declaration

```
protected virtual void OnGrabbed(HVRGrabberBase grabber)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	

OnGrabCanceled(HVRGrabberBase)

Fired if the grabber decided to cancel the grab

Declaration

```
protected virtual void OnGrabCanceled(HVRGrabberBase grabber)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	

OnHoverEnter(HVRGrabberBase)

Fired when a grabber is hovering this, most likely with their trigger collider

Fired when a grabber is hovering this, most likely with their trigger collider

Declaration

```
protected virtual void OnHoverEnter(HVRGrabberBase grabber)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	

OnHoverExit(HVRGrabberBase)

Fired when a grabber is not longer hovering this, most likely with their trigger collider

Declaration

```
protected virtual void OnHoverExit(HVRGrabberBase grabber)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	

OnReleased(HVRGrabberBase)

Fired after the grabber released this

Declaration

```
protected virtual void OnReleased(HVRGrabberBase grabber)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	

PopulateGrabPoints()

Loads grab points from the object with HVRGrabPoints component, if not found it we look for the first child object named "GrabPoints"

Declaration

```
public void PopulateGrabPoints()
```

ProcessFixedUpdate()

Called at the end of the unity FixedUpdate Method;

Declaration

```
protected virtual void ProcessFixedUpdate()
```

ProcessUpdate()

Called at the end of the unity Update method.

Declaration

```
protected virtual void ProcessUpdate()
```

RemoveJoint(HVRGrabberBase)

Destroys and cleanups reference to the configurable joint attached to this grabber

Declaration

```
public void RemoveJoint(HVRGrabberBase grabber)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	

ResetRigidBody()

Declaration

```
public virtual void ResetRigidBody()
```

ResetToNonTrigger()

Sets all non trigger colliders back to non trigger

Declaration

```
public void ResetToNonTrigger()
```

SetAllToTrigger()

Sets all colliders to trigger

Declaration

```
public void SetAllToTrigger()
```

SetupColliders()

Locates colliders that are used for line of sight checking and for collision disabling with the grabbing hand when held.

Declaration

```
public virtual void SetupColliders()
```

Start()

Declaration

```
protected virtual void Start()
```

Update()

Declaration

```
protected virtual void Update()
```

UpdateHandSettings()

If provided, will update the hand joint settings depending on one or two handed grabs

Declaration

```
protected virtual void UpdateHandSettings()
```

UpdateIgnoreColliders()

Declaration

```
public void UpdateIgnoreColliders()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRGrabbableChild

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGrabbableChild
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`

`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Core](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRGrabbableChild : MonoBehaviour
```

Fields

ParentGrabbable

Declaration

```
public HVRGrabbable ParentGrabbable
```

Field Value

TYPE	DESCRIPTION
HVRGrabbable	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRGrabberManager

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGrabberManager
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRGrabberManager : MonoBehaviour
```

Methods

Awake()

Declaration

```
protected virtual void Awake()
```

OnBeforeGrabberGrabbed(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected virtual void OnBeforeGrabberGrabbed(HVRGrabberBase grabber, HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	
HVRGrabbable	grabbable	

OnGrabberGrabbed(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected virtual void OnGrabberGrabbed(HVRGrabberBase grabber, HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	
HVRGrabbable	grabbable	

OnGrabberReleased(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected virtual void OnGrabberReleased(HVRGrabberBase grabber, HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	
HVRGrabbable	grabbable	

RegisterGrabber(HVRGrabberBase)

Declaration

```
public void RegisterGrabber(HVRGrabberBase grabber)
```

Parameters

Type	Name	Description
HVRGrabberBase	grabber	

UnregisterGrabber(HVRGrabberBase)

Declaration

```
public void UnregisterGrabber(HVRGrabberBase grabber)
```

Parameters

Type	Name	Description
HVRGrabberBase	grabber	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRGrabPoints

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGrabPoints
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`

`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Core](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRGrabPoints : MonoBehaviour
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRHandGrabEvent

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRHandGrabEvent
[HVRGrabMagazine](#)

Inherited Members

UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)

UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)

System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(HVRGrabbable))]  
public class HVRHandGrabEvent : MonoBehaviour
```

Fields

Grabbed

Declaration

```
public UnityEvent Grabbed
```

Field Value

Type	Description
UnityEngine.Events.UnityEvent	

Properties

Grabbable

Declaration

```
public HVRGrabbable Grabbable { get; }
```

Property Value

Type	Description
HVRGrabbable	

Methods

Awake()

Declaration

```
protected virtual void Awake()
```

CheckEnableGrab()

Declaration

```
protected virtual bool CheckEnableGrab()
```

Returns

Type	Description
System.Boolean	

OnHandGrabbed(HVRHandGrabber, HVRGrabbable)

Declaration

```
protected virtual void OnHandGrabbed(HVRHandGrabber hand, HVRGrabbable arg1)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	hand	
HVRGrabbable	arg1	

Update()

Declaration

```
protected virtual void Update()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRHandPhysics

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRHandPhysics
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(Rigidbody))]  
public class HVRHandPhysics : MonoBehaviour
```

Fields

HandColliders

Declaration

```
public Collider[] HandColliders
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Collider[]	

Properties

Rigidbody

Declaration

```
public Rigidbody Rigidbody { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

Methods

DisableCollision()

Declaration

```
public void DisableCollision()
```

EnableCollision()

Declaration

```
public void EnableCollision()
```

IgnoreCollision(List<Collider>, Boolean)

Declaration

```
public void IgnoreCollision(List<Collider> colliders, bool ignore)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.List<UnityEngine.Collider>	colliders	

TYPE	NAME	DESCRIPTION
System.Boolean	ignore	

ResetToNonTrigger()

Declaration

```
public void ResetToNonTrigger()
```

SetAllToTrigger()

Declaration

```
public void SetAllToTrigger()
```

SetupColliders()

Declaration

```
public void SetupColliders()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRManager

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRManager
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRManager : MonoBehaviour
```

Fields

Camera

Declaration

```
public Transform Camera
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

GrabberManager

Declaration

```
public HVRGrabberManager GrabberManager
```

Field Value

TYPE	DESCRIPTION
HVRGrabberManager	

PlayerController

Declaration

```
public HVRPlayerController PlayerController
```

Field Value

TYPE	DESCRIPTION
HVRPlayerController	

Properties

Instance

Declaration

```
public static HVRManager Instance { get; }
```

Property Value

TYPE	DESCRIPTION
HVRManager	

ScreenFader

Declaration

```
public HVRScreenFade ScreenFader { get; }
```

Property Value

Type	Description
HVRScreenFade	

Methods

IgnorePlayerCollision(IEnumerable<Collider>)

Declaration

```
public void IgnorePlayerCollision(IEnumerable<Collider> colliders)
```

Parameters

Type	Name	Description
System.Collections.Generic.IEnumerable<UnityEngine.Collider>	colliders	

RegisterGrabber(HVRGrabberBase)

Declaration

```
public void RegisterGrabber(HVRGrabberBase grabber)
```

Parameters

Type	Name	Description
HVRGrabberBase	grabber	

ScreenFade(Single, Single)

Declaration

```
public void ScreenFade(float alpha, float speed)
```

Parameters

Type	Name	Description
System.Single	alpha	
System.Single	speed	

UnregisterGrabber(HVRGrabberBase)

Declaration

```
public void UnregisterGrabber(HVRGrabberBase grabber)
```

Parameters

Type	Name	Description
HVRGrabberBase	grabber	

Extension Methods

`VRUtilities.GetRigidbody(MonoBehaviour)`

`VRUtilities.GetCopyOf<T>(Component, T)`

Class HVRPhysicsGrabbable

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGrabbable
HVRPhysicsGrabbable
```

Inherited Members

```
HVRGrabbable.GrabType
HVRGrabbable.TrackingType
HVRGrabbable.HoldType
HVRGrabbable.GrabControl
HVRGrabbable.OverrideGrabTrigger
HVRGrabbable.GrabTrigger
HVRGrabbable.RequireLineOfSight
HVRGrabbable.PoseImmediately
HVRGrabbable.ParentHandModel
HVRGrabbable.BreakDistance
HVRGrabbable.RemainsKinematic
HVRGrabbable.Stationary
HVRGrabbable.ReleasedAngularConversionFactor
HVRGrabbable.ReleasedVelocityFactor
HVRGrabbable.ReleasedAngularFactor
HVRGrabbable.GrabIndicator
HVRGrabbable.ForceGrabIndicator
HVRGrabbable.ShowGrabIndicator
HVRGrabbable.ShowTriggerGrabIndicator
HVRGrabbable.ShowForceGrabIndicator
HVRGrabbable.ForceGrabbable
HVRGrabbable.ForcePullOverride
HVRGrabbable.JointOverride
HVRGrabbable.OneHandJointSettings
HVRGrabbable.TwoHandJointSettings
HVRGrabbable.PullingSettingsOverride
HVRGrabbable.PalmCenterOfMass
HVRGrabbable.HandGrabbedClip
HVRGrabbable.StartingSocket
HVRGrabbable.LinkStartingSocket
HVRGrabbable.SocketGrabPoints
HVRGrabbable.Rigidbody
HVRGrabbable.AutoApplyLayer
HVRGrabbable.RequireOverlapClearance
HVRGrabbable.OverlapTimeout
HVRGrabbable.FinalJointMaxAngle
HVRGrabbable.FinalJointQuick
HVRGrabbable.FinalJointTimeout
HVRGrabbable.CollisionParents
HVRGrabbable.ExtralgnoreCollisionParents
```

HVRGrabbable.GrabColliders
HVRGrabbable.ConsiderGrabPointAngle
HVRGrabbable.UseColliderClosestPoint
HVRGrabbable.DisableHandCollision
HVRGrabbable.AllowMultiplayerSwap
HVRGrabbable.MasterGrabbable
HVRGrabbable.CollisionDetection
HVRGrabbable.PhysicsPoserFallback
HVRGrabbable.ShowBoundingBox
HVRGrabbable.DrawCenterOfMass
HVRGrabbable.GrabPoints
HVRGrabbable.Deactivated
HVRGrabbable.Activated
HVRGrabbable.Grabbed
HVRGrabbable.Released
HVRGrabbable.HoverEnter
HVRGrabbable.HoverExit
HVRGrabbable.Collided
HVRGrabbable.Destroyed
HVRGrabbable.HandGrabbed
HVRGrabbable.HandReleased
HVRGrabbable.HandFullReleased
HVRGrabbable.Socketed
HVRGrabbable.UnSocketed
HVRGrabbable.IsMine
HVRGrabbable.GrabberCount
HVRGrabbable.ElapsedSinceReleased
HVRGrabbable.IsBeingHeld
HVRGrabbable.IsSocketed
HVRGrabbable.IsBeingForcedGrabbed
HVRGrabbable.IsClimbable
HVRGrabbable.CanBeGrabbed
HVRGrabbable.Colliders
HVRGrabbable.AdditionallgnoreColliders
HVRGrabbable.Triggers
HVRGrabbable.OriginalCollisionMode
HVRGrabbable.WasGravity
HVRGrabbable.WasKinematic
HVRGrabbable.GrabPointsMeta
HVRGrabbable.PrimaryGrabber
HVRGrabbable.SocketHoverer
HVRGrabbable.Socketable
HVRGrabbable.LinkedSocket
HVRGrabbable.Socket
HVRGrabbable.LeftHandGrabber
HVRGrabbable.RightHandGrabber
HVRGrabbable.IsLeftHandGrabbed
HVRGrabbable.IsRightHandGrabbed
HVRGrabbable.IsHandGrabbed
HVRGrabbable.IsJointGrab
HVRGrabbable.HasConcaveColliders
HVRGrabbable.ForceTwoHandSettings

HVRGrabbable.RequiredGrabbableComponent
HVRGrabbable.RequiredGrabbable
HVRGrabbable.RequiresGrabbable
HVRGrabbable.DropOnRequiredReleased
HVRGrabbable.GrabRequiredIfReleased
HVRGrabbable.Grabbers
HVRGrabbable.HandGrabbers
HVRGrabbable.HeldGrabPoints
HVRGrabbable.ModelBounds
HVRGrabbable.Stabbers
HVRGrabbable.Stabbable
HVRGrabbable.IsStabbing
HVRGrabbable.IsStabbed
HVRGrabbable.BeingDestroyed
HVRGrabbable.Awake()
HVRGrabbable.Start()
HVRGrabbable.Update()
HVRGrabbable.FixedUpdate()
HVRGrabbable.OnCollisionEnter(Collision)
HVRGrabbable.IgnoreCollision(HVRGrabbable, Boolean)
HVRGrabbable.GrabPointValid(HVRHandGrabber, HVRPosableGrabPoint, GrabpointFilter)
HVRGrabbable.GetGrabPoint(HVRHandGrabber, GrabpointFilter)
HVRGrabbable.GetDistanceToGrabber(Vector3)
HVRGrabbable.GetSquareDistanceToGrabber(Vector3)
HVRGrabbable.DisableCollision()
HVRGrabbable.SetAllToTrigger()
HVRGrabbable.ResetToNonTrigger()
HVRGrabbable.EnableCollision()
HVRGrabbable.PopulateGrabPoints()
HVRGrabbable.LoadGrabPoints()
HVRGrabbable.GetAverageVelocity(Int32, Int32, Boolean, Int32)
HVRGrabbable.GetAverageAngularVelocity(Int32, Int32)
HVRGrabbable.AnyGrabberNotMine()
HVRGrabbable.ForceRelease()
HVRGrabbable.ProcessUpdate()
HVRGrabbable.Process FixedUpdate()
HVRGrabbable.FindColliders(Transform, List<Collider>, List<Collider>)
HVRGrabbable.OnDeactivate(HVRGrabberBase)
HVRGrabbable.OnActivate(HVRGrabberBase)
HVRGrabbable.OnBeforeGrabbed(HVRGrabberBase)
HVRGrabbable.OnGrabCanceled(HVRGrabberBase)
HVRGrabbable.OnGrabbed(HVRGrabberBase)
HVRGrabbable.OnReleased(HVRGrabberBase)
HVRGrabbable.OnHoverEnter(HVRGrabberBase)
HVRGrabbable.OnHoverExit(HVRGrabberBase)
HVRGrabbable.OnBeforeHandGrabberRemoved(HVRHandGrabber)
HVRGrabbable.OnAfterHandGrabberRemoved(HVRHandGrabber)
HVRGrabbable.OnAfterHandGrabberAdded(HVRHandGrabber)
HVRGrabbable.UpdateHandSettings()
HVRGrabbable.SetupColliders()
HVRGrabbable.UpdateIgnoreColliders()
HVRGrabbable.IsAnyIgnoreCollider(Collider)

HVRGrabbable.ResetRigidBody()
HVRGrabbable.RemoveJoint(HVRGrabberBase)
HVRGrabbable.InternalOnDeactivate(HVRGrabberBase)
HVRGrabbable.InternalOnActivate(HVRGrabberBase)
HVRGrabbable.InternalOnHoverExit(HVRGrabberBase)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
UnityEngineComponent.GetComponents(System.Type)
UnityEngineComponent.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngineComponent.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponents<T>()
UnityEngineComponent.CompareTag(System.String)
UnityEngineComponent.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)

```
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
```

Namespace: [HurricaneVR.Framework.Core](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(Rigidbody))]  
public class HVRPhysicsGrabbable : HVRGrabbable
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRRequireOtherGrabbable

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRRequireOtherGrabbable
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`

`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Core](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRRequireOtherGrabbable : MonoBehaviour
```

Fields

DropIfReleased

Declaration

```
[Tooltip("If the required grabbable is dropped, should we release?")]
public bool DropIfReleased
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Grabbable

Declaration

```
[Tooltip("This grabbable must be held otherwise this grabbable cannot be grabbed.")]
public HVRGrabbable Grabbable
```

Field Value

TYPE	DESCRIPTION
HVRGrabbable	

GrabRequiredIfReleased

Declaration

```
[Tooltip("If the required grabbable is dropped, let's try and grab it.")]
public bool GrabRequiredIfReleased
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRSettings

Inheritance

System.Object
UnityEngine.Object
UnityEngine.ScriptableObject
HVRSettings

Inherited Members

UnityEngine.ScriptableObject.SetDirty()
UnityEngine.ScriptableObject.CreateInstance(System.String)
UnityEngine.ScriptableObject.CreateInstance(System.Type)
UnityEngine.ScriptableObject.CreateInstance<T>()
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRSettings : ScriptableObject
```

Fields

AutoApplyGrabbableLayer

Declaration

```
[Header("Misc Settings")]
public bool AutoApplyGrabbableLayer
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

ComponentInParentFallback

Declaration

```
public bool ComponentInParentFallback
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

DefaultJointSettings

Declaration

```
[Header("Joint Setting Defaults")]
[Tooltip("Default joint settings when grabbing an object.")]
public HVRJointSettings DefaultJointSettings
```

Field Value

TYPE	DESCRIPTION
HVRJointSettings	

DefaultLeftHand

Declaration

```
public const string DefaultLeftHand = "HVR_left_hand"
```

Field Value

TYPE	DESCRIPTION
System.String	

DefaultOpenHand

Declaration

```
public const string DefaultOpenHand = "OculusCustomHandOpen"
```

Field Value

TYPE	DESCRIPTION
System.String	

DefaultRightHand

Declaration

```
public const string DefaultRightHand = "HVR_right_hand"
```

Field Value

TYPE	DESCRIPTION
System.String	

DefaultSocketableTags

Declaration

```
[Tooltip("Tag Filter / Socketables will populate with this scriptable object if assigned.")]
public HVRSocketableTags DefaultSocketableTags
```

Field Value

TYPE	DESCRIPTION
HVRSocketableTags	

FullBody

Declaration

```
public GameObject FullBody
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

HandPoseHandleOffset

Declaration

```
public Vector3 HandPoseHandleOffset
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

HandPoserSettings

Declaration

```
public const string HandPoserSettings = "HVRSettings"
```

Field Value

TYPE	DESCRIPTION
System.String	

HandPoserSettingsFileName

Declaration

```
public const string HandPoserSettingsFileName = "HVRSettings.asset"
```

Field Value

TYPE	DESCRIPTION
System.String	

IKHandMirroring

Declaration

```
public bool IKHandMirroring
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IndexCurlType

Declaration

```
public HVRFingerType IndexCurlType
```

Field Value

TYPE	DESCRIPTION
HVRFingerType	

IndexStart

Declaration

```
[Range(0F, 1F)]
public float IndexStart
```

Field Value

TYPE	DESCRIPTION
System.Single	

InverseKinematics

Declaration

```
public bool InverseKinematics
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LeftHand

Declaration

```
[Header("Pose Settings")]
public GameObject LeftHand
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

LineGrabSettings

Declaration

```
public HVRJointSettings LineGrabSettings
```

Field Value

TYPE	DESCRIPTION
HVRJointSettings	

LineGrabTriggerLoose

Declaration

```
[Header("Grab Settings")]
[Tooltip("If true then holding trigger loosens the line grab without releasing grip")]
public bool LineGrabTriggerLoose
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LocalEditorRootDirectory

Declaration

```
[Header("Directories")]
public string LocalEditorRootDirectory
```

Field Value

TYPE	DESCRIPTION
System.String	

LocalPosesDirectory

Declaration

```
public string LocalPosesDirectory
```

Field Value

TYPE	DESCRIPTION
System.String	

LocalReferencePoseDirectory

Declaration

```
public string LocalReferencePoseDirectory
```

Field Value

TYPE	DESCRIPTION
System.String	

LocalResourcesDirectory

Declaration

```
public string LocalResourcesDirectory
```

Field Value

TYPE	DESCRIPTION
System.String	

LocalRootDirectory

Declaration

```
public string LocalRootDirectory
```

Field Value

TYPE	DESCRIPTION
System.String	

LocalRuntimePosesDirectory

Declaration

```
public string LocalRuntimePosesDirectory
```

Field Value

TYPE	DESCRIPTION
System.String	

MiddleCurlType

Declaration

```
public HVRFingerType MiddleCurlType
```

Field Value

TYPE	DESCRIPTION
HVRFingerType	

MiddleStart

Declaration

```
[Range(0F, 1F)]  
public float MiddleStart
```

Field Value

TYPE	DESCRIPTION
System.Single	

OpenHandPose

Declaration

```
public HVRHandPose OpenHandPose
```

Field Value

TYPE	DESCRIPTION
HVRHandPose	

PinkyCurlType

Declaration

```
public HVRFingerType PinkyCurlType
```

Field Value

TYPE	DESCRIPTION
HVRFingerType	

PinkyStart

Declaration

```
[Range(0F, 1F)]  
public float PinkyStart
```

Field Value

TYPE	DESCRIPTION
System.Single	

PoserShowsOneFinger

Declaration

```
public bool PoserShowsOneFinger
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

ReferencePoses

Declaration

```
public const string ReferencePoses = "ReferencePoses"
```

Field Value

TYPE	DESCRIPTION
System.String	

RightHand

Declaration

```
public GameObject RightHand
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

RingCurlType

Declaration

```
public HVRFingerType RingCurlType
```

Field Value

TYPE	DESCRIPTION
HVRFingerType	

RingStart

Declaration

```
[Range(0F, 1F)]  
public float RingStart
```

Field Value

TYPE	DESCRIPTION
System.Single	

RuntimePoses

Declaration

```
public const string RuntimePoses = "RuntimePoses"
```

Field Value

TYPE	DESCRIPTION
System.String	

ThumbCurlType

Declaration

```
[Header("Hand Poser Finger Curl Defaults")]
public HVRFingerType ThumbCurlType
```

Field Value

TYPE	DESCRIPTION
HVRFingerType	

ThumbStart

Declaration

```
[Range(0F, 1F)]
public float ThumbStart
```

Field Value

TYPE	DESCRIPTION
System.Single	

UseAttachedRigidBody

Declaration

```
[Header("Grab Detection")]
public bool UseAttachedRigidBody
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

VerboseGrabbableEvents

Declaration

```
[Header("Debugging")]
public bool VerboseGrabbableEvents
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

VerboseHandGrabberEvents

Declaration

```
public bool VerboseHandGrabberEvents
```

Field Value

Type	Description
System.Boolean	

Properties

Instance

Declaration

```
public static HVRSettings Instance { get; }
```

Property Value

Type	Description
HVRSettings	

Methods

GetPoserHand(HVRHandSide)

Declaration

```
public GameObject GetPoserHand(HVRHandSide side)
```

Parameters

Type	Name	Description
HurricaneVR.Framework.Shared.HVRHandSide	side	

Returns

Type	Description
UnityEngine.GameObject	

OnValidate()

Declaration

```
public void OnValidate()
```

Class LeverMovedEvent

Inheritance

System.Object

UnityEngine.Events.UnityEventBase

UnityEngine.Events.UnityEvent<System.Single, System.Single, System.Single>

LeverMovedEvent

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<System.Single, System.Single,

System.Single>.AddListener(UnityEngine.Events.UnityAction<System.Single, System.Single, System.Single>)

UnityEngine.Events.UnityEvent<System.Single, System.Single,

System.Single>.RemoveListener(UnityEngine.Events.UnityAction<System.Single, System.Single, System.Single>)

UnityEngine.Events.UnityEvent<System.Single, System.Single, System.Single>.FindMethod_Impl(System.String, System.Object)

UnityEngine.Events.UnityEvent<System.Single, System.Single, System.Single>.Invoke(System.Single, System.Single, System.Single)

UnityEngine.Events.UnityEventBase.UnityEventBase.ISerializationCallbackReceiver.OnBeforeSerialize()

UnityEngine.Events.UnityEventBase.UnityEventBase.ISerializationCallbackReceiver.OnAfterDeserialize()

UnityEngine.Events.UnityEventBase.FindMethod_Impl(System.String, System.Object)

UnityEngine.Events.UnityEventBase.GetPersistentEventCount()

UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)

UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)

UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)

UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)

UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)

UnityEngine.Events.UnityEventBase.RemoveAllListeners()

UnityEngine.Events.UnityEventBase.Invoke(System.Object[])

UnityEngine.Events.UnityEventBase.ToString()

UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])

UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object,

UnityEngine.Events.PersistentListenerMode)

UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object,

UnityEngine.Events.PersistentListenerMode, System.Type)

UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Name space: **HurricaneVR.Framework.Core**

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class LeverMovedEvent : UnityEvent<float, float, float>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Class LeverSteppedEvent

Inheritance

```
System.Object
UnityEngine.Events.UnityEventBase
UnityEngine.Events.UnityEvent<System.Int32>
LeverSteppedEvent
```

Implements

```
UnityEngine.ISerializationCallbackReceiver
```

Inherited Members

```
UnityEngine.Events.UnityEvent<System.Int32>.AddListener(UnityEngine.Events.UnityAction<System.Int32>)
UnityEngine.Events.UnityEvent<System.Int32>.RemoveListener(UnityEngine.Events.UnityAction<System.Int32>)
UnityEngine.Events.UnityEvent<System.Int32>.FindMethod_Impl(System.String, System.Object)
UnityEngine.Events.UnityEvent<System.Int32>.Invoke(System.Int32)
UnityEngine.Events.UnityEventBase.UnityEventBase.ISerializationCallbackReceiver.OnBeforeSerialize()
UnityEngine.Events.UnityEventBase.UnityEventBase.ISerializationCallbackReceiver.OnAfterDeserialize()
UnityEngine.Events.UnityEventBase.GetPersistentEventCount()
UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)
UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)
UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)
UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveAllListeners()
UnityEngine.Events.UnityEventBase.Invoke(System.Object[])
UnityEngine.Events.UnityEventBase.ToString()
UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object,
UnityEngine.Events.PersistentListenerMode)
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object,
UnityEngine.Events.PersistentListenerMode, System.Type)
UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
```

Namespace: [HurricaneVR.Framework.Core](#)

Assembly: [HurricaneVR.Framework.dll](#)

Syntax

```
[Serializable]
public class LeverSteppedEvent : UnityEvent<int>, ISerializationCallbackReceiver
```

Implements

```
UnityEngine.ISerializationCallbackReceiver
```

Class VRGrabbableEvent

Inheritance

System.Object

UnityEngine.Events.UnityEventBase

UnityEngine.Events.UnityEvent<VRGrabbable>

VRGrabbableEvent

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.HVRGrabbable>.AddListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Core.HVRGrabbable>)

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.HVRGrabbable>.RemoveListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Core.HVRGrabbable>)

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.HVRGrabbable>.FindMethod_Impl(System.String, System.Object)

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.HVRGrabbable>.Invoke(HurricaneVR.Framework.Core.HVRGrabbable)

UnityEngine.Events.UnityEventBase.UnityEngine.ISerializationCallbackReceiver.OnBeforeSerialize()

UnityEngine.Events.UnityEventBase.UnityEngine.ISerializationCallbackReceiver.OnAfterDeserialize()

UnityEngine.Events.UnityEventBase.GetPersistentEventCount()

UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)

UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)

UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)

UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)

UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)

UnityEngine.Events.UnityEventBase.RemoveAllListeners()

UnityEngine.Events.UnityEventBase.Invoke(System.Object[])

UnityEngine.Events.UnityEventBase.ToString()

UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])

UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode)

UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode, System.Type)

UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: HurricaneVR.Framework.Core

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class VRGrabbableEvent : UnityEvent<HVRGrabbable>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Class VRGrabberEvent

Inheritance

System.Object

UnityEngine.Events.UnityEventBase

UnityEngine.Events.UnityEvent<HVRGrabberBase, HVRGrabbable>

VRGrabberEvent

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Grabbers.HVRGrabberBase,
HurricaneVR.Framework.Core.HVRGrabbable>.AddListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Core.Grabbers.HVRGrabberBase,
HurricaneVR.Framework.Core.HVRGrabbable>)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Grabbers.HVRGrabberBase,
HurricaneVR.Framework.Core.HVRGrabbable>.RemoveListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Core.Grabbers.HVRGrabberBase,
HurricaneVR.Framework.Core.HVRGrabbable>)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Grabbers.HVRGrabberBase,
HurricaneVR.Framework.Core.HVRGrabbable>.FindMethod_Impl(System.String, System.Object)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Grabbers.HVRGrabberBase,
HurricaneVR.Framework.Core.HVRGrabbable>.Invoke(HurricaneVR.Framework.Core.Grabbers.HVRGrabberBase,
HurricaneVR.Framework.Core.HVRGrabbable)
UnityEngine.Events.UnityEventBase.UnityEngine.ISerializationCallbackReceiver.OnBeforeSerialize()
UnityEngine.Events.UnityEventBase.UnityEngine.ISerializationCallbackReceiver.OnAfterDeserialize()
UnityEngine.Events.UnityEventBase.FindMethod_Impl(System.String, System.Object)
UnityEngine.Events.UnityEventBase.GetPersistentEventCount()
UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)
UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)
UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)
UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveAllListeners()
UnityEngine.Events.UnityEventBase.Invoke(System.Object[])
UnityEngine.Events.UnityEventBase.ToString()
UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode)
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode,
System.Type)
UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class VRGrabberEvent : UnityEvent<HVRGrabberBase, HVRGrabbable>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Class VRHandGrabberEvent

Inheritance

System.Object

UnityEngine.Events.UnityEventBase

UnityEngine.Events.UnityEvent<HVRHandGrabber, HVRGrabbable>

VRHandGrabberEvent

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Grabbers.HVRHandGrabber, HurricaneVR.Framework.Core.HVRGrabbable>.AddListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Core.Grabbers.HVRHandGrabber, HurricaneVR.Framework.Core.HVRGrabbable>)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Grabbers.HVRHandGrabber, HurricaneVR.Framework.Core.HVRGrabbable>.RemoveListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Core.Grabbers.HVRHandGrabber, HurricaneVR.Framework.Core.HVRGrabbable>)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Grabbers.HVRHandGrabber, HurricaneVR.Framework.Core.HVRGrabbable>.FindMethod_Impl(System.String, System.Object)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Grabbers.HVRHandGrabber, HurricaneVR.Framework.Core.HVRGrabbable>.Invoke(HurricaneVR.Framework.Core.Grabbers.HVRHandGrabber, HurricaneVR.Framework.Core.HVRGrabbable)
UnityEngine.Events.UnityEventBase.UnityEventBase.OnBeforeSerialize()
UnityEngine.Events.UnityEventBase.UnityEventBase.OnAfterDeserialize()
UnityEngine.Events.UnityEventBase.FindMethod_Impl(System.String, System.Object)
UnityEngine.Events.UnityEventBase.GetPersistentEventCount()
UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)
UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)
UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)
UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveAllListeners()
UnityEngine.Events.UnityEventBase.Invoke(System.Object[])
UnityEngine.Events.UnityEventBase.ToString()
UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode)
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode, System.Type)
UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class VRHandGrabberEvent : UnityEvent<HVRHandGrabber, HVRGrabbable>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Class VRHandPoseEvent

Inheritance

System.Object
UnityEngine.Events.UnityEventBase
UnityEngine.Events.UnityEvent<HVRHandPoser>
VRHandPoseEvent

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.HandPoser.HVRHandPoser>.AddListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Core.HandPoser.HVRHandPoser>)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.HandPoser.HVRHandPoser>.RemoveListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Core.HandPoser.HVRHandPoser>)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.HandPoser.HVRHandPoser>.FindMethod_Impl(System.String, System.Object)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.HandPoser.HVRHandPoser>.Invoke(HurricaneVR.Framework.Core.HandPoser.HVRHandPoser)
UnityEngine.Events.UnityEventBase.UnityEngine.ISerializationCallbackReceiver.OnBeforeSerialize()
UnityEngine.Events.UnityEventBase.UnityEngine.ISerializationCallbackReceiver.OnAfterDeserialize()
UnityEngine.Events.UnityEventBase.GetPersistentEventCount()
UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)
UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)
UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)
UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveAllListeners()
UnityEngine.Events.UnityEventBase.Invoke(System.Object[])
UnityEngine.Events.UnityEventBase.ToString()
UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode)
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode, System.Type)
UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: HurricaneVR.Framework.Core

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class VRHandPoseEvent : UnityEvent<HVRHandPoser>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Class VRSocketEvent

Inheritance

System.Object

UnityEngine.Events.UnityEventBase

UnityEngine.Events.UnityEvent<VRSocket, VRGrabbable>

VRSocketEvent

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Grabbers.HVRSocket,

HurricaneVR.Framework.Core.HVRGrabbable>.AddListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Core.Grabbers.HVRSocket,
HurricaneVR.Framework.Core.HVRGrabbable>)

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Grabbers.HVRSocket,

HurricaneVR.Framework.Core.HVRGrabbable>.RemoveListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Core.Grabbers.HVRSocket,
HurricaneVR.Framework.Core.HVRGrabbable>)

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Grabbers.HVRSocket,

HurricaneVR.Framework.Core.HVRGrabbable>.FindMethod_Impl(System.String, System.Object)

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Grabbers.HVRSocket,

HurricaneVR.Framework.Core.HVRGrabbable>.Invoke(HurricaneVR.Framework.Core.Grabbers.HVRSocket,
HurricaneVR.Framework.Core.HVRGrabbable)

UnityEngine.Events.UnityEventBase.UnityEvent.ISerializationCallbackReceiver.OnBeforeSerialize()

UnityEngine.Events.UnityEventBase.UnityEvent.ISerializationCallbackReceiver.OnAfterDeserialize()

UnityEngine.Events.UnityEventBase.FindMethod_Impl(System.String, System.Object)

UnityEngine.Events.UnityEventBase.GetPersistentEventCount()

UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)

UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)

UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)

UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)

UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)

UnityEngine.Events.UnityEventBase.RemoveAllListeners()

UnityEngine.Events.UnityEventBase.Invoke(System.Object[])

UnityEngine.Events.UnityEventBase.ToString()

UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])

UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode)

UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode,
System.Type)

UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: HurricaneVR.Framework.Core

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class VRSocketEvent : UnityEvent<HVRSocket, HVRGrabbable>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Namespace HurricaneVR.Framework.Core.Bags

Classes

[HVRForceGrabberBag](#)

[HVRGrabbableBag](#)

[HVRSocketBag](#)

[HVRTriggerGrabbableBag](#)

Class HVRForceGrabberBag

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGrabbableBag
HVRTriggerGrabbableBag
HVRForceGrabberBag
```

Inherited Members

```
HVRTriggerGrabbableBag.UseColliderDistance
HVRTriggerGrabbableBag.Awake()
HVRTriggerGrabbableBag.DistanceToGrabbable(HVRGrabbable)
HVRGrabbableBag.GrabbableRemoved
HVRGrabbableBag.PenalizeGrabbed
HVRGrabbableBag.hvrSortMode
HVRGrabbableBag.MaxDistanceAllowed
HVRGrabbableBag.DistanceSource
HVRGrabbableBag.Grabber
HVRGrabbableBag.ValidGrabbables
HVRGrabbableBag.ClosestGrabbable
HVRGrabbableBag.IgnoredGrabbables
HVRGrabbableBag.AddGrabbable(HVRGrabbable)
HVRGrabbableBag.RemoveGrabbable(HVRGrabbable)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
```

UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)

```
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
```

Namespace: [HurricaneVR.Framework.Core.Bags](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRForceGrabberBag : HVRTriggerGrabbableBag
```

Fields

LayerMask

Declaration

```
public LayerMask LayerMask
```

Field Value

TYPE	DESCRIPTION
UnityEngine.LayerMask	

RayCastOrigin

Declaration

```
[Header("Line of Sight")]
public Transform RayCastOrigin
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

UseClosestPoint

Declaration

```
[Tooltip("If true uses collider closest point as ray cast target, if not uses collider bounds center")]
public bool UseClosestPoint
```

Field Value

Type	Description
System.Boolean	

Methods

Calculate()

Declaration

```
protected override void Calculate()
```

Overrides

[HVRGrabbableBag.Calculate\(\)](#)

IsValid(HVRGrabbable)

Declaration

```
protected override bool IsValid(HVRGrabbable grabbable)
```

Parameters

Type	Name	Description
HVRGrabbable	grabbable	

Returns

Type	Description
System.Boolean	

Overrides

[HVRGrabbableBag.IsValid\(HVRGrabbable\)](#)

Start()

Declaration

```
protected override void Start()
```

Overrides

[HVRTriggerGrabbableBag.Start\(\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRGrabbableBag

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine	MonoBehaviour
HVRGrabbableBag
HVRTiggerGrabbableBag
```

Inherited Members

```
UnityEngine	MonoBehaviour.IsInvoking()
UnityEngine	MonoBehaviour.CancelInvoke()
UnityEngine	MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine	MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine	MonoBehaviour.CancelInvoke(System.String)
UnityEngine	MonoBehaviour.IsInvoking(System.String)
UnityEngine	MonoBehaviour.StartCoroutine(System.String)
UnityEngine	MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine	MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine	MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine	MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine	MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine	MonoBehaviour.StopCoroutine(System.String)
UnityEngine	MonoBehaviour.StopAllCoroutines()
UnityEngine	MonoBehaviour.print(System.Object)
UnityEngine	MonoBehaviour.useGUILayout
UnityEngine	MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
```

UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)

System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Bags](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRGrabbableBag : MonoBehaviour
```

Fields

ClosestGrabbable

Declaration

```
public HVRGrabbable ClosestGrabbable
```

Field Value

Type	Description
HVRGrabbable	

DistanceSource

Declaration

```
[Header("Transforms")]
[Tooltip("If assigned, the position of this transform will be used to calculate the distance.")]
public Transform DistanceSource
```

Field Value

Type	Description
UnityEngine.Transform	

GrabbableRemoved

Declaration

```
public VRGrabbableEvent GrabbableRemoved
```

Field Value

Type	Description
VRGrabbableEvent	

Grabber

Declaration

```
public HVRGrabberBase Grabber
```

Field Value

Type	Description
HVRGrabberBase	

hvrSortMode

Declaration

```
public HVRSortMode hvrSortMode
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRSortMode	

IgnoredGrabbables

Declaration

```
public List<HVRGrabbable> IgnoredGrabbables
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< HVRGrabbable >	

MaxDistanceAllowed

Declaration

```
public float MaxDistanceAllowed
```

Field Value

TYPE	DESCRIPTION
System.Single	

PenalizeGrabbed

Declaration

```
[Header("Settings")]
[Tooltip("If true, grabbed objects will be penalized with the sorting.")]
public bool PenalizeGrabbed
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

ValidGrabbables

Declaration

```
public List<HVRGrabbable> ValidGrabbables
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< HVRGrabbable >	

Methods

AddGrabbable(HVRGrabbable)

Declaration

```
protected void AddGrabbable(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Awake()

Declaration

```
protected virtual void Awake()
```

Calculate()

Declaration

```
protected virtual void Calculate()
```

DistanceToGrabbable(HVRGrabbable)

Declaration

```
public virtual float DistanceToGrabbable(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Single	

IsValid(HVRGrabbable)

Declaration

```
protected virtual bool IsValid(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Boolean	

RemoveGrabbable(HVRGrabbable)

Declaration

```
protected virtual void RemoveGrabbable(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Start()

Declaration

```
protected virtual void Start()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRSocketBag

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRSocketBag

Implements

System.Collections.Generic.IComparer<[HVRSocket](#)>

Inherited Members

UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)

UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags

System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Bags](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRSocketBag : MonoBehaviour, IComparer<HVRSocket>
```

Fields

AllSockets

Declaration

```
public readonly HashSet<HVRSocket> AllSockets
```

Field Value

Type	Description
System.Collections.Generic.HashSet< HVRSocket >	

ClosestSocket

Declaration

```
[Header("Debugging")]
public HVRSocket ClosestSocket
```

Field Value

Type	Description
HVRSocket	

DistanceSource

Declaration

```
[Header("Transforms")]
[Tooltip("If assigned, the position of this transform will be used to calculate the distance.")]
public Transform DistanceSource
```

Field Value

Type	Description
UnityEngine.Transform	

Grabber

Declaration

```
public HVRHandGrabber Grabber
```

Field Value

Type	Description
HVRHandGrabber	

hvrSortMode

Declaration

```
public HVRSortMode hvrSortMode
```

Field Value

Type	Description
HurricaneVR.Framework.Shared.HVRSortMode	

IgnoredSockets

Declaration

```
public HVRSocket[] IgnoredSockets
```

Field Value

Type	Description
HVRSocket[]	

MaxDistanceAllowed

Declaration

```
public float MaxDistanceAllowed
```

Field Value

Type	Description
System.Single	

ValidSockets

Declaration

```
public List<HVRSocket> ValidSockets
```

Field Value

Type	Description
System.Collections.Generic.List<HVRSocket>	

Methods

AddSocket(HVRSocket)

Declaration

```
protected void AddSocket(HVRSocket socket)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocket	socket	

Calculate()

Declaration

```
protected void Calculate()
```

Compare(HVRSocket, HVRSocket)

Declaration

```
public int Compare(HVRSocket x, HVRSocket y)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocket	x	
HVRSocket	y	

Returns

TYPE	DESCRIPTION
System.Int32	

DistanceToSocket(HVRSocket)

Declaration

```
public virtual float DistanceToSocket(HVRSocket socket)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocket	socket	

Returns

TYPE	DESCRIPTION
System.Single	

IgnoreSocket(HVRSocket)

Declaration

```
public void IgnoreSocket(HVRSocket socket)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocket	socket	

IsValid(HVRSocket)

Declaration

```
protected bool IsValid(HVRSocket Socket)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocket	Socket	

Returns

TYPE	DESCRIPTION
System.Boolean	

RemoveSocket(HVRSocket)

Declaration

```
protected void RemoveSocket(HVRSocket socket)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocket	socket	

Start()

Declaration

```
protected virtual void Start()
```

Implements

System.Collections.Generic.IComparer<T>

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRTriggerGrabbableBag

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGrabbableBag
HVRTriggerGrabbableBag
HVRForceGrabberBag
```

Inherited Members

```
HVRGrabbableBag.GrabbableRemoved
HVRGrabbableBag.PenalizeGrabbed
HVRGrabbableBag.hvrSortMode
HVRGrabbableBag.MaxDistanceAllowed
HVRGrabbableBag.DistanceSource
HVRGrabbableBag.Grabber
HVRGrabbableBag.ValidGrabbables
HVRGrabbableBag.ClosestGrabbable
HVRGrabbableBag.IgnoredGrabbables
HVRGrabbableBag.AddGrabbable(HVRGrabbable)
HVRGrabbableBag.RemoveGrabbable(HVRGrabbable)
HVRGrabbableBag.Calculate()
HVRGrabbableBag.IsValid(HVRGrabbable)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
```

UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)

```
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
```

Namespace: [HurricaneVR.Framework.Core.Bags](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRTriggerGrabbableBag : HVRGrabbableBag
```

Fields

UseColliderDistance

Declaration

```
[Tooltip("If true it will use Collider.ClosestPoint method to determine the closest grabbable.")]
public bool UseColliderDistance
```

Field Value

Type	Description
System.Boolean	

Methods

Awake()

Declaration

```
protected override void Awake()
```

Overrides

[HVRGrabbableBag.Awake\(\)](#)

DistanceToGrabbable(HVRGrabbable)

Declaration

```
public override float DistanceToGrabbable(HVRGrabbable grabbable)
```

Parameters

Type	Name	Description
HVRGrabbable	grabbable	

Returns

Type	Description
System.Single	

Overrides

[HVRGrabbableBag.DistanceToGrabbable\(HVRGrabbable\)](#)

Start()

Declaration

```
protected override void Start()
```

Overrides

[HVRGrabbableBag.Start\(\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Namespace HurricaneVR.Framework.Core.Grabbers

Classes

[HVRForceGrabber](#)

[HVRGrabArgs](#)

[HVRGrabberBase](#)

[HVRHandGrabber](#)

[HVRHandGrabOnStart](#)

[HVRSocket](#)

[HVRSocketContainerGrabber](#)

[SocketSpawnEvent](#)

Enums

[DynamicPoseGrabIndicator](#)

[HVRForceGrabMode](#)

[SocketCondition](#)

[SocketHoldType](#)

Enum DynamicPoseGrabIndicator

Namespace: [HurricaneVR.Framework.Core.Grabbers](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum DynamicPoseGrabIndicator
```

Fields

NAME	DESCRIPTION
None	
Palm	
Transform	

Class HVRForceGrabber

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[HVRGrabberBase](#)
HVRForceGrabber

Inherited Members

[HVRGrabberBase.BeforeGrabbed](#)
[HVRGrabberBase.Grabbed](#)
[HVRGrabberBase.Released](#)
[HVRGrabberBase.BeforeHoverEnter](#)
[HVRGrabberBase.HoverEnter](#)
[HVRGrabberBase.HoverExit](#)
[HVRGrabberBase.GrabBags](#)
[HVRGrabberBase.ControllerRotation](#)
[HVRGrabberBase.AllowHovering](#)
[HVRGrabberBase.AllowGrabbing](#)
[HVRGrabberBase.IsGrabbing](#)
[HVRGrabberBase.IsHovering](#)
[HVRGrabberBase.HoverTarget](#)
[HVRGrabberBase.GrabbedTarget](#)
[HVRGrabberBase.IsGrabActivated](#)
[HVRGrabberBase.IsHoldActive](#)
[HVRGrabberBase.IsHandGrabber](#)
[HVRGrabberBase.IsSocket](#)
[HVRGrabberBase.AllowSwap](#)
[HVRGrabberBase.Rigidbody](#)
[HVRGrabberBase._grabPoint](#)
[HVRGrabberBase.GrabPoint](#)
[HVRGrabberBase.Velocity](#)
[HVRGrabberBase.IsMine](#)
[HVRGrabberBase.PerformUpdate](#)
[HVRGrabberBase.PullingGrabbable](#)
[HVRGrabberBase.OnEnable\(\)](#)
[HVRGrabberBase.OnDisable\(\)](#)
[HVRGrabberBase.OnDestroy\(\)](#)
[HVRGrabberBase.FixedUpdate\(\)](#)
[HVRGrabberBase.CheckRelease\(\)](#)
[HVRGrabberBase.ForceRelease\(\)](#)
[HVRGrabberBase.HandSwapRelease\(\)](#)
[HVRGrabberBase.IsValidGrabbable\(HVRGrabbable\)](#)
[HVRGrabberBase.GetClosestGrabbable\(\)](#)
[HVRGrabberBase.GetClosestGrabbable\(Predicate<HVRGrabbable>\)](#)
[HVRGrabberBase.CheckGrab\(\)](#)
[HVRGrabberBase.TryGrab\(HVRGrabbable, Boolean\)](#)
[HVRGrabberBase.TryGrabNoEvents\(HVRGrabbable, Boolean\)](#)
[HVRGrabberBase.CheckForceRelease\(HVRGrabbable\)](#)

HVRGrabberBase.GrabGrabbable(HVRGrabberBase, HVRGrabbable, Boolean)
HVRGrabberBase.OnBeforeGrabbed(HVRGrabArgs)
HVRGrabberBase.OnAfterGrabbed(HVRGrabbable)
HVRGrabberBase.ClosestValidHover(Boolean)
HVRGrabberBase.ClosestValidHover()
HVRGrabberBase.CheckHover()
HVRGrabberBase.OnBeforeHover(HVRGrabbable)
HVRGrabberBase.OnAfterHover(HVRGrabbable)
HVRGrabberBase.HoverGrabbable(HVRGrabberBase, HVRGrabbable)
HVRGrabberBase.UnhoverGrabbable(HVRGrabberBase, HVRGrabbable)
HVRGrabberBase.OnReleased(HVRGrabbable)
HVRGrabberBase.OnGrabbableDestroyed(HVRGrabbable)
HVRGrabberBase.CheckForLineOfSight(Vector3, HVRGrabbable, LayerMask, Single, Boolean)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)

UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags

System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Grabbers](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRForceGrabber : HVRGrabberBase
```

Fields

AdditionalAutoGrabTime

Declaration

```
[DrawIf("GrabStyle", HVRForceGrabMode.GravityGloves, DrawIfAttribute.DisablingType.DontDraw)]  
public float AdditionalAutoGrabTime
```

Field Value

Type	Description
System.Single	

AutoGrab

Declaration

```
[DrawIf("GrabStyle", HVRForceGrabMode.GravityGloves, DrawIfAttribute.DisablingType.DontDraw)]  
public bool AutoGrab
```

Field Value

Type	Description
System.Boolean	

AutoGrabDistance

Declaration

```
[DrawIf("GrabStyle", HVRForceGrabMode.GravityGloves, DrawIfAttribute.DisablingType.DontDraw)]  
public float AutoGrabDistance
```

Field Value

Type	Description
System.Single	

FlickEndThreshold

Declaration

```
[DrawIf("GrabStyle", HVRForceGrabMode.GravityGloves, DrawIfAttribute.DisablingType.DontDraw)]  
public float FlickEndThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

FlickStartThreshold

Declaration

```
[DrawIf("GrabStyle", HVRForceGrabMode.GravityGloves, DrawIfAttribute.DisablingType.DontDraw)]
public float FlickStartThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

ForcePullSettings

Declaration

```
[DrawIf("GrabStyle", HVRForceGrabMode.ForcePull, DrawIfAttribute.DisablingType.DontDraw)]
public HVRForcePullSettings ForcePullSettings
```

Field Value

TYPE	DESCRIPTION
HVRForcePullSettings	

ForceTime

Declaration

```
[DrawIf("GrabStyle", HVRForceGrabMode.GravityGloves, DrawIfAttribute.DisablingType.DontDraw)]
public float ForceTime
```

Field Value

TYPE	DESCRIPTION
System.Single	

GrabIndicator

Declaration

```
public HVRGrabbableHoverBase GrabIndicator
```

Field Value

TYPE	DESCRIPTION
HVRGrabbableHoverBase	

GrabPoser

Declaration

```
public HVRHandPoser GrabPoser
```

Field Value

TYPE	DESCRIPTION
HVRHandPoser	

GrabStyle

Declaration

```
[Header("Settings")]
public HVRForceGrabMode GrabStyle
```

Field Value

TYPE	DESCRIPTION
HVRForceGrabMode	

HandGrabber

Declaration

```
public HVRHandGrabber HandGrabber
```

Field Value

TYPE	DESCRIPTION
HVRHandGrabber	

HoverPoser

Declaration

```
public HVRHandPoser HoverPoser
```

Field Value

TYPE	DESCRIPTION
HVRHandPoser	

Laser

Declaration

```
[Header("Components")]
public HVRForceGrabberLaser Laser
```

Field Value

TYPE	DESCRIPTION
HVRForceGrabberLaser	

MaximumVelocityAutoGrab

Declaration

```
[DrawIf("GrabStyle", HVRForceGrabMode.GravityGloves, DrawIfAttribute.DisablingType.DontDraw)]
public float MaximumVelocityAutoGrab
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaximumVelocityPostCollision

Declaration

```
[DrawIf("GrabStyle", HVRForceGrabMode.GravityGloves, DrawIfAttribute.DisablingType.DontDraw)]  
public float MaximumVelocityPostCollision
```

Field Value

TYPE	DESCRIPTION
System.Single	

QuickMoveResetThreshold

Declaration

```
[DrawIf("GrabStyle", HVRForceGrabMode.GravityGloves, DrawIfAttribute.DisablingType.DontDraw)]  
public float QuickMoveResetThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

QuickMoveThreshold

Declaration

```
[DrawIf("GrabStyle", HVRForceGrabMode.GravityGloves, DrawIfAttribute.DisablingType.DontDraw)]  
public float QuickMoveThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

RequiresFlick

Declaration

```
[DrawIf("GrabStyle", HVRForceGrabMode.GravityGloves, DrawIfAttribute.DisablingType.DontDraw)]  
public bool RequiresFlick
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

SFXGrab

Declaration

```
public AudioClip SFXGrab
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

YOffset

Declaration

```
[DrawIf("GrabStyle", HVRForceGrabMode.GravityGloves, DrawIfAttribute.DisablingType.DontDraw)]  
public float YOffset
```

Field Value

TYPE	DESCRIPTION
System.Single	

Properties

AngularVelocityMagnitude

Declaration

```
public float AngularVelocityMagnitude { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

HandSide

Declaration

```
public HVRHandSide HandSide { get; }
```

Property Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	

Inputs

Declaration

```
public HVRPlayerInputs Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
HVRPlayerInputs	

IsAiming

Declaration

```
public bool IsAiming { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsForceGrabbing

Declaration

```
public bool IsForceGrabbing { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

JointAnchorWorldPosition

Declaration

```
public override Vector3 JointAnchorWorldPosition { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Overrides

[HVRGrabberBase.JointAnchorWorldPosition](#)

VelocityMagnitude

Declaration

```
public float VelocityMagnitude { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Methods

CanGrab(HVRGrabbable)

Declaration

```
public override bool CanGrab(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRGrabberBase.CanGrab\(HVRGrabbable\)](#)

CanHover(HVRGrabbable)

Declaration

```
public override bool CanHover(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRGrabberBase.CanHover\(HVRGrabbable\)](#)

CheckUnHover()

Declaration

```
protected override void CheckUnHover()
```

Overrides

[HVRGrabberBase.CheckUnHover\(\)](#)

ForcePull(HVRGrabbable)

Declaration

```
public IEnumerator ForcePull(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

GravityGloves(HVRGrabbable)

Declaration

```
public IEnumerator GravityGloves(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

OnGrabbed(HVRGrabArgs)

Declaration

```
protected override void OnGrabbed(HVRGrabArgs args)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabArgs	args	

Overrides

[HVRGrabberBase.OnGrabbed\(HVRGrabArgs\)](#)

OnGrabbedHaptics()

Declaration

```
protected virtual void OnGrabbedHaptics()
```

OnHoverEnter(HVRGrabbable)

Declaration

```
protected override void OnHoverEnter(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Overrides

[HVRGrabberBase.OnHoverEnter\(HVRGrabbable\)](#)

OnHoverExit(HVRGrabbable)

Declaration

```
protected override void OnHoverExit(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Overrides

[HVRGrabberBase.OnHoverExit\(HVRGrabbable\)](#)

OnHoverHaptics()

Declaration

```
protected virtual void OnHoverHaptics()
```

Start()

Declaration

```
protected override void Start()
```

Overrides

[HVRGrabberBase.Start\(\)](#)

Update()

Declaration

```
protected override void Update()
```

Overrides

[HVRGrabberBase.Update\(\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Enum HVRForceGrabMode

Namespace: [HurricaneVR.Framework.Core.Grabbers](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum HVRForceGrabMode
```

Fields

NAME	DESCRIPTION
ForcePull	
GravityGloves	

Class HVRGrabArgs

Inheritance

System.Object
HVRGrabArgs

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.Grabbers](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRGrabArgs
```

Constructors

HVRGrabArgs(HVRGrabbable)

Declaration

```
public HVRGrabArgs(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Fields

Cancel

Declaration

```
public bool Cancel
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Grabbable

Declaration

```
public HVRGrabbable Grabbable
```

Field Value

TYPE	DESCRIPTION
HVRGrabbable	

RaiseEvents

Declaration

```
public bool RaiseEvents
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Class HVRGrabberBase

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGrabberBase
HVRForceGrabber
HVRHandGrabber
HVRSocket
HVRSocketContainerGrabber
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Grabbers](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public abstract class HVRGrabberBase : MonoBehaviour
```

Fields

_grabPoint

Declaration

```
protected Transform _grabPoint
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

BeforeGrabbed

Declaration

```
public VRGrabberEvent BeforeGrabbed
```

Field Value

TYPE	DESCRIPTION
VRGrabberEvent	

BeforeHoverEnter

Declaration

```
public VRGrabberEvent BeforeHoverEnter
```

Field Value

TYPE	DESCRIPTION
VRGrabberEvent	

GrabBags

Declaration

```
public List<HVRGrabbableBag> GrabBags
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< HVRGrabbableBag >	

Grabbed

Declaration

```
public VRGrabberEvent Grabbed
```

Field Value

TYPE	DESCRIPTION
VRGrabberEvent	

HoverEnter

Declaration

```
public VRGrabberEvent HoverEnter
```

Field Value

TYPE	DESCRIPTION
VRGrabberEvent	

HoverExit

Declaration

```
public VRGrabberEvent HoverExit
```

Field Value

TYPE	DESCRIPTION
VRGrabberEvent	

Released

Declaration

```
public VRGrabberEvent Released
```

Field Value

TYPE	DESCRIPTION
VRGrabberEvent	

Properties

AllowGrabbing

Declaration

```
public virtual bool AllowGrabbing { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

AllowHovering

Declaration

```
public bool AllowHovering { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

AllowSwap

Declaration

```
public virtual bool AllowSwap { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

ControllerRotation

Declaration

```
public virtual Quaternion ControllerRotation { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Quaternion	

GrabbedTarget

Declaration

```
public HVRGrabbable GrabbedTarget { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
HVRGrabbable	

GrabPoint

Declaration

```
public virtual Transform GrabPoint { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Transform	

HoverTarget

Declaration

```
public HVRGrabbable HoverTarget { get; }
```

Property Value

TYPE	DESCRIPTION
HVRGrabbable	

IsGrabActivated

Declaration

```
public virtual bool IsGrabActivated { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsGrabbing

Declaration

```
public bool IsGrabbing { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsHandGrabber

Declaration

```
public virtual bool IsHandGrabber { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsHoldActive

Declaration

```
public virtual bool IsHoldActive { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsHovering

Declaration

```
public bool IsHovering { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsMine

Declaration

```
public virtual bool IsMine { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsSocket

Declaration

```
public virtual bool IsSocket { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

JointAnchorWorldPosition

Declaration

```
public virtual Vector3 JointAnchorWorldPosition { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

PerformUpdate

Declaration

```
public virtual bool PerformUpdate { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

PullingGrabbable

Declaration

```
public bool PullingGrabbable { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Rigidbody

Declaration

```
public Rigidbody Rigidbody { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

Velocity

Declaration

```
public Vector3 Velocity { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Methods

CanGrab(HVRGrabbable)

Declaration

```
public virtual bool CanGrab(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Boolean	

CanHover(HVRGrabbable)

Declaration

```
public virtual bool CanHover(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Boolean	

CheckForceRelease(HVRGrabbable)

Declaration

```
public virtual void CheckForceRelease(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

CheckForLineOfSight(Vector3, HVRGrabbable, LayerMask, Single, Boolean)

Declaration

```
public bool CheckForLineOfSight(Vector3 rayOrigin, HVRGrabbable grabbable, LayerMask RaycastLayermask, float rayMaxDistance = 0.75F, bool useClosestPoint = true)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	rayOrigin	
HVRGrabbable	grabbable	
UnityEngine.LayerMask	RaycastLayermask	
System.Single	rayMaxDistance	
System.Boolean	useClosestPoint	

Returns

TYPE	DESCRIPTION
System.Boolean	

CheckGrab()

Declaration

```
protected virtual void CheckGrab()
```

CheckHover()

Declaration

```
protected virtual bool CheckHover()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CheckRelease()

Declaration

```
protected virtual void CheckRelease()
```

CheckUnHover()

Declaration

```
protected virtual void CheckUnHover()
```

ClosestValidHover()

Declaration

```
protected HVRGrabbable ClosestValidHover()
```

Returns

TYPE	DESCRIPTION
HVRGrabbable	

ClosestValidHover(Boolean)

Declaration

```
protected HVRGrabbable ClosestValidHover(bool triggerOnly)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	triggerOnly	

Returns

TYPE	DESCRIPTION
HVRGrabbable	

FixedUpdate()

Declaration

```
protected virtual void FixedUpdate()
```

ForceRelease()

Declaration

```
public virtual void ForceRelease()
```

GetClosestGrabbable()

Returns the closest grabbable in the grabbable bag.

Declaration

```
public virtual HVRGrabbable GetClosestGrabbable()
```

Returns

TYPE	DESCRIPTION
HVRGrabbable	

GetClosestGrabbable(Predicate<HVRGrabbable>)

Returns the closest grabbable in the grabbable bag that satisfies canGrab delegate.

Declaration

```
public virtual HVRGrabbable GetClosestGrabbable(Predicate<HVRGrabbable> canGrab)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Predicate<HVRGrabbable>	canGrab	

Returns

TYPE	DESCRIPTION
HVRGrabbable	

GrabGrabbable(HVRGrabberBase, HVRGrabbable, Boolean)

Declaration

```
protected virtual void GrabGrabbable(HVRGrabberBase grabber, HVRGrabbable grabbable, bool raiseEvents = true)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	
HVRGrabbable	grabbable	
System.Boolean	raiseEvents	

HandSwapRelease()

Declaration

```
public virtual void HandSwapRelease()
```

HoverGrabbable(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected void HoverGrabbable(HVRGrabberBase grabber, HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	
HVRGrabbable	grabbable	

IsValidGrabbable(HVRGrabbable)

Declaration

```
public virtual bool IsValidGrabbable(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Boolean	

OnAfterGrabbed(HVRGrabbable)

Declaration

```
protected virtual void OnAfterGrabbed(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

OnAfterHover(HVRGrabbable)

Declaration

```
protected virtual void OnAfterHover(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

OnBeforeGrabbed(HVRGrabArgs)

Declaration

```
protected virtual void OnBeforeGrabbed(HVRGrabArgs args)
```

Parameters

Type	Name	Description
HVRGrabArgs	args	

OnBeforeHover(HVRGrabbable)

Declaration

```
protected virtual void OnBeforeHover(HVRGrabbable grabbable)
```

Parameters

Type	Name	Description
HVRGrabbable	grabbable	

OnDestroy()

Declaration

```
protected virtual void OnDestroy()
```

OnDisable()

Declaration

```
protected virtual void OnDisable()
```

OnEnable()

Declaration

```
protected virtual void OnEnable()
```

OnGrabbableDestroyed(HVRGrabbable)

Declaration

```
protected virtual void OnGrabbableDestroyed(HVRGrabbable grabbable)
```

Parameters

Type	Name	Description
HVRGrabbable	grabbable	

OnGrabbed(HVRGrabArgs)

Declaration

```
protected virtual void OnGrabbed(HVRGrabArgs args)
```

Parameters

Type	Name	Description
HVRGrabArgs	args	

OnHoverEnter(HVRGrabbable)

Declaration

```
protected virtual void OnHoverEnter(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

OnHoverExit(HVRGrabbable)

Declaration

```
protected virtual void OnHoverExit(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

OnReleased(HVRGrabbable)

Declaration

```
protected virtual void OnReleased(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Start()

Declaration

```
protected virtual void Start()
```

TryGrab(HVRGrabbable, Boolean)

Declaration

```
public virtual bool TryGrab(HVRGrabbable grabbable, bool force = false)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	
System.Boolean	force	

Returns

TYPE	DESCRIPTION
System.Boolean	

TryGrabNoEvents(HVRGrabbable, Boolean)

Declaration

```
public virtual bool TryGrabNoEvents(HVRGrabbable grabbable, bool force = false)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	
System.Boolean	force	

Returns

TYPE	DESCRIPTION
System.Boolean	

UnhoverGrabbable(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected void UnhoverGrabbable(HVRGrabberBase grabber, HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	
HVRGrabbable	grabbable	

Update()

Declaration

```
protected virtual void Update()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRHandGrabber

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[HVRGrabberBase](#)
HVRHandGrabber

Inherited Members

[HVRGrabberBase.BeforeGrabbed](#)
[HVRGrabberBase.Grabbed](#)
[HVRGrabberBase.Released](#)
[HVRGrabberBase.BeforeHoverEnter](#)
[HVRGrabberBase.HoverEnter](#)
[HVRGrabberBase.HoverExit](#)
[HVRGrabberBase.GrabBags](#)
[HVRGrabberBase.AllowHovering](#)
[HVRGrabberBase.AllowGrabbing](#)
[HVRGrabberBase.IsGrabbing](#)
[HVRGrabberBase.IsHovering](#)
[HVRGrabberBase.HoverTarget](#)
[HVRGrabberBase.GrabbedTarget](#)
[HVRGrabberBase.IsGrabActivated](#)
[HVRGrabberBase.IsHoldActive](#)
[HVRGrabberBase.IsSocket](#)
[HVRGrabberBase.AllowSwap](#)
[HVRGrabberBase.Rigidbody](#)
[HVRGrabberBase._grabPoint](#)
[HVRGrabberBase.Velocity](#)
[HVRGrabberBase.IsMine](#)
[HVRGrabberBase.PerformUpdate](#)
[HVRGrabberBase.PullingGrabbable](#)
[HVRGrabberBase.OnEnable\(\)](#)
[HVRGrabberBase.OnDisable\(\)](#)
[HVRGrabberBase.OnDestroy\(\)](#)
[HVRGrabberBase.CheckRelease\(\)](#)
[HVRGrabberBase.HandSwapRelease\(\)](#)
[HVRGrabberBase.IsValidGrabbable\(HVRGrabbable\)](#)
[HVRGrabberBase.GetClosestGrabbable\(\)](#)
[HVRGrabberBase.GetClosestGrabbable\(Predicate<HVRGrabbable>\)](#)
[HVRGrabberBase.TryGrab\(HVRGrabbable, Boolean\)](#)
[HVRGrabberBase.TryGrabNoEvents\(HVRGrabbable, Boolean\)](#)
[HVRGrabberBase.CheckForceRelease\(HVRGrabbable\)](#)
[HVRGrabberBase.GrabGrabbable\(HVRGrabberBase, HVRGrabbable, Boolean\)](#)
[HVRGrabberBase.OnAfterGrabbed\(HVRGrabbable\)](#)
[HVRGrabberBase.ClosestValidHover\(Boolean\)](#)
[HVRGrabberBase.ClosestValidHover\(\)](#)
[HVRGrabberBase.OnBeforeHover\(HVRGrabbable\)](#)
[HVRGrabberBase.OnAfterHover\(HVRGrabbable\)](#)

HVRGrabberBase.HoverGrabbable(HVRGrabberBase, HVRGrabbable)
HVRGrabberBase.UnhoverGrabbable(HVRGrabberBase, HVRGrabbable)
HVRGrabberBase.OnGrabbableDestroyed(HVRGrabbable)
HVRGrabberBase.CheckForLineOfSight(Vector3, HVRGrabbable, LayerMask, Single, Boolean)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
UnityEngineComponent.GetComponents(System.Type)
UnityEngineComponent.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngineComponent.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponents<T>()
UnityEngineComponent.CompareTag(System.String)
UnityEngineComponent.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngineComponent.SendMessageUpwards(System.String, System.Object)

UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Name space: [Hurricane VR Framework.Core.Grabbers](#)

Assembly: Hurricane VR.Framework.dll

Syntax

```
public class HVRHandGrabber : HVRGrabberBase
```

Fields

AllowMultiplayerSwap

Declaration

```
[Tooltip("If in a networked game, can someone take this an object from your hand?")]
public bool AllowMultiplayerSwap
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

ApplyHandLayer

Declaration

```
[Tooltip("If true the default hand layer will be applied to this object on start")]
public bool ApplyHandLayer
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

BreakDistanceReached

Declaration

```
[Tooltip("Invoked when the hand and object are too far apart")]
public VRHandGrabberEvent BreakDistanceReached
```

Field Value

TYPE	DESCRIPTION
VRHandGrabberEvent	

CloneHandModel

Declaration

```
[Tooltip("If true the hand model will be cloned for collision use, and colliders removed off the original
hand. This will prevent unwanted center of mass and inertia tensor recalculations on grabbable objects due to
hand model parenting.")]
public bool CloneHandModel
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

CollisionHandler

Declaration

```
public HVRTeleportCollisionHandler CollisionHandler
```

Field Value

TYPE	DESCRIPTION
HVRTeleportCollisionHandler	

ControllerOffset

Declaration

```
public HVRControllerOffset ControllerOffset
```

Field Value

TYPE	DESCRIPTION
HVRControllerOffset	

CountPeakVelocities

Declaration

```
[DrawIf("TakePeakVelocities", true, DrawIfAttribute.DisablingType.DontDraw)]
public int CountPeakVelocities
```

Field Value

TYPE	DESCRIPTION
System.Int32	

DrawCenterOfMass

Declaration

```
[Header("Debugging")]
[Tooltip("If enabled displays vectors involved in throwing calculation.")]
public bool DrawCenterOfMass
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

DynamicGrabPalmAdjust

Declaration

```
[Tooltip("When dynamic grabbing the palm faces closest point on the collider surface before closing the fingers.")]
public bool DynamicGrabPalmAdjust
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

DynamicPoseIndicator

Declaration

```
public HVRGrabbableHoverBase DynamicPoseIndicator
```

Field Value

TYPE	DESCRIPTION
HVRGrabbableHoverBase	

DynamicPoseIndicatorMode

Declaration

```
public DynamicPoseGrabIndicator DynamicPoseIndicatorMode
```

Field Value

TYPE	DESCRIPTION
DynamicPoseGrabIndicator	

FallbackPoser

Declaration

```
[Tooltip("Default hand pose to fall back to.")]  
public HVRHandPoser FallbackPoser
```

Field Value

TYPE	DESCRIPTION
HVRHandPoser	

ForceGrabber

Declaration

```
public HVRForceGrabber ForceGrabber
```

Field Value

TYPE	DESCRIPTION
HVRForceGrabber	

GrabIndicator

Declaration

```
[Header("Grab Indicators")]  
public HVRGrabbableHoverBase GrabIndicator
```

Field Value

TYPE	DESCRIPTION
HVRGrabbableHoverBase	

GrabPoser

Declaration

```
public HVRHandPoser GrabPoser
```

Field Value

TYPE	DESCRIPTION
HVRHandPoser	

GrabToggleActive

Declaration

```
public bool GrabToggleActive
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

GrabTrigger

Declaration

```
[Tooltip("Hold down or Toggle grabbing")]
public HVRGrabTrigger GrabTrigger
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRGrabTrigger	

HandAnimator

Declaration

```
[Header("Components")]
[Tooltip("The hand animator component, loads from children on startup if not supplied.")]
public HVRHandAnimator HandAnimator
```

Field Value

TYPE	DESCRIPTION
HVRHandAnimator	

HandGrabs

Declaration

```
[Header("Grab Settings")]
[Tooltip("If true the hand will move to the grabbable instead of pulling the grabbable to the hand")]
public bool HandGrabs
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

HandGrabSpeed

Declaration

```
[Tooltip("Hand move speed when HandGrabs = true")]
public float HandGrabSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

HandModel

Declaration

```
[Header("Required Transforms")]
[Tooltip("Object holding the hand model.")]
public Transform HandModel
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

HandPhysics

Declaration

```
[Tooltip("Component that holds collider information about the hands. Auto populated from children if not set.")]
public HVRHandPhysics HandPhysics
```

Field Value

TYPE	DESCRIPTION
HVRHandPhysics	

HandSide

Declaration

```
[Tooltip("Left or right hand.")]
public HVRHandSide HandSide
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	

HoveredSocket

Declaration

```
public HVRSocket HoveredSocket
```

Field Value

TYPE	DESCRIPTION
HVRSocket	

HoverPoser

Declaration

```
public HVRHandPoser HoverPoser
```

Field Value

TYPE	DESCRIPTION
HVRHandPoser	

IgnoreParentingAngle

Declaration

```
[Tooltip("Ignores hand model parenting angle check.")]
public bool IgnoreParentingAngle
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IgnoreParentingDistance

Declaration

```
[Tooltip("Ignores hand model parenting distance check.")]
public bool IgnoreParentingDistance
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Inputs

Declaration

```
public HVRPlayerInputs Inputs
```

Field Value

TYPE	DESCRIPTION
HVRPlayerInputs	

InverseKinematics

Declaration

```
[Header("HandSettings")]
[Tooltip("Set to true if the HandModel is an IK target")]
public bool InverseKinematics
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsGripGrabActivated

Declaration

```
protected bool IsGripGrabActivated
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsGripGrabActive

Declaration

```
protected bool IsGripGrabActive
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsTriggerGrabActivated

Declaration

```
protected bool IsTriggerGrabActivated
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsTriggerGrabActive

Declaration

```
protected bool IsTriggerGrabActive
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

JointAnchor

Declaration

```
[Tooltip("Configurable joints are anchored here")]
public Transform JointAnchor
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

OverlappingGrabbables

Declaration

```
public Dictionary<HVRGrabbable, Coroutine> OverlappingGrabbables
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.Dictionary< HVRGrabbable , UnityEngine.Coroutine>	

OverlapSizer

Declaration

```
[Tooltip("Sphere collider that checks when collisions should be re-enabled between a released grabbable and this hand.")]
public Transform OverlapSizer
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

ParentingMaxAngleDelta

Declaration

```
[Tooltip("Angle to meet before hand model parents to the grabbable.")]
public float ParentingMaxAngleDelta
```

Field Value

TYPE	DESCRIPTION
System.Single	

ParentingMaxDistance

Declaration

```
[Tooltip("Distance to meet before hand model parents to the grabbable")]
public float ParentingMaxDistance
```

Field Value

TYPE	DESCRIPTION
System.Single	

PhysicsPoser

Declaration

```
public HVRPhysicsPoser PhysicsPoser
```

Field Value

Type	Description
HVRPhysicsPoser	

PullingSettings

Declaration

```
[Tooltip("Settings used to pull and rotate the object into position")]
public HVRJointSettings PullingSettings
```

Field Value

Type	Description
HVRJointSettings	

RaycastLayermask

Declaration

```
[Tooltip("Layer mask to determine line of sight to the grabbable.")]
public LayerMask RaycastLayermask
```

Field Value

Type	Description
UnityEngine.LayerMask	

RaycastOrigin

Declaration

```
[Tooltip("Used to shoot ray casts at the grabbable to check if there is line of sight before grabbing.")]
public Transform RaycastOrigin
```

Field Value

Type	Description
UnityEngine.Transform	

RecentAngularVelocities

Declaration

```
public readonly CircularBuffer<Vector3> RecentAngularVelocities
```

Field Value

Type	Description
HurricaneVR.Framework.Shared.Utilities.CircularBuffer<UnityEngine.Vector3>	

RecentVelocities

Declaration

```
public readonly CircularBuffer<Vector3> RecentVelocities
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.Utilities.CircularBuffer<UnityEngine.Vector3>	

ReleasedAngularConversionFactor

Declaration

```
[Tooltip("Factor to apply to the angular to linear calculation.")]  
public float ReleasedAngularConversionFactor
```

Field Value

TYPE	DESCRIPTION
System.Single	

ReleasedAngularThreshold

Declaration

```
[Tooltip("Hand angular velocity must exceed this to add linear velocity based on angular velocity.")]  
public float ReleasedAngularThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

ReleasedVelocityFactor

Declaration

```
[Header("Throw Settings")]  
[Tooltip("Factor to apply to the linear velocity of the throw.")]  
public float ReleasedVelocityFactor
```

Field Value

TYPE	DESCRIPTION
System.Single	

SocketBag

Declaration

```
[Tooltip("HVRSocketBag used for placing and removing from sockets")]  
public HVRSocketBag SocketBag
```

Field Value

TYPE	DESCRIPTION
HVRSocketBag	

TakePeakVelocities

Declaration

```
[Tooltip("If true throwing takes only the top peak velocities for throwing.")]  
public bool TakePeakVelocities
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

ThrowingCenterOfMass

Declaration

```
[Tooltip("Uses the center of mass that should match with current controller type you are using.")]  
public HVRThrowingCenterOfMass ThrowingCenterOfMass
```

Field Value

TYPE	DESCRIPTION
HVRThrowingCenterOfMass	

ThrowLookback

Declaration

```
[Tooltip("Number of frames to average velocity for throwing.")]  
public int ThrowLookback
```

Field Value

TYPE	DESCRIPTION
System.Int32	

ThrowLookbackStart

Declaration

```
[Tooltip("Number of frames to skip while averaging velocity.")]  
public int ThrowLookbackStart
```

Field Value

TYPE	DESCRIPTION
System.Int32	

TrackedController

Declaration

```
[Tooltip("The transform that is handling device tracking.")]  
public Transform TrackedController
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

TriggerGrabIndicator

Declaration

```
public HVRGrabbableHoverBase TriggerGrabIndicator
```

Field Value

TYPE	DESCRIPTION
HVRGrabbableHoverBase	

Properties

CachedWorldRotation

Declaration

```
public Quaternion CachedWorldRotation { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Quaternion	

CanActivate

Declaration

```
public bool CanActivate { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

CanRelease

Declaration

```
public bool CanRelease { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Controller

Declaration

```
public HVRController Controller { get; }
```

Property Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	

ControllerRotation

Declaration

```
public override Quaternion ControllerRotation { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Quaternion	

Overrides

[HVRGrabberBase.ControllerRotation](#)

GrabAnchorLocal

Declaration

```
public Vector3 GrabAnchorLocal { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

GrabAnchorWorld

Declaration

```
public Vector3 GrabAnchorWorld { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

GrabPoint

Declaration

```
public override Transform GrabPoint { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Overrides

[HVRGrabberBase.GrabPoint](#)

HandAnchorLocal

Declaration

```
public Vector3 HandAnchorLocal { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

HandAnchorWorld

Declaration

```
public Vector3 HandAnchorWorld { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

HandModelParent

Declaration

```
public Transform HandModelParent { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Transform	

HandModelPosition

Declaration

```
public Vector3 HandModelPosition { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

HandModelRotation

Declaration

```
public Quaternion HandModelRotation { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Quaternion	

HandModelScale

Declaration

```
public Vector3 HandModelScale { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

HandWorldRotation

Declaration

```
public Quaternion HandWorldRotation { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Quaternion	

HVRTrackedController

Declaration

```
public HVRTrackedController HVRTrackedController { get; }
```

Property Value

TYPE	DESCRIPTION
HVRTrackedController	

IsClimbing

Declaration

```
public bool IsClimbing { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsHandGrabber

Declaration

```
public override bool IsHandGrabber { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRGrabberBase.IsHandGrabber](#)

IsHoveringSocket

Declaration

```
public bool IsHoveringSocket { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsInitialLineGrab

Declaration

```
public bool IsInitialLineGrab { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsLineGrab

Declaration

```
public bool IsLineGrab { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsPhysicsPose

Declaration

```
public bool IsPhysicsPose { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsTriggerHovering

Declaration

```
public bool IsTriggerHovering { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Joint

Declaration

```
public ConfigurableJoint Joint { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.ConfigurableJoint	

JointAnchorWorldPosition

Declaration

```
public override Vector3 JointAnchorWorldPosition { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Overrides

[HVRGrabberBase.JointAnchorWorldPosition](#)

JointRotation

Declaration

```
public Quaternion JointRotation { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Quaternion	

LineGrabAnchor

Declaration

```
public Vector3 LineGrabAnchor { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

LineGrabHandVector

Declaration

```
protected Vector3 LineGrabHandVector { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

LineGrabVector

Declaration

```
protected Vector3 LineGrabVector { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Palm

Declaration

```
public Transform Palm { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Transform	

PosableGrabPoint

Declaration

```
public HVRPosableGrabPoint PosableGrabPoint { get; }
```

Property Value

TYPE	DESCRIPTION
HVRPosableGrabPoint	

PoseLocalRotation

When a grab is initiated, this should be set to the hand models rotation relative to the grabbable object transform

Declaration

```
public Quaternion PoseLocalRotation { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Quaternion	

PoserIndex

Declaration

```
public int PoserIndex { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

PoseWorldPosition

Declaration

```
public Vector3 PoseWorldPosition { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

PoseWorldRotation

World Pose Rotation of the currently active grab point

Declaration

```
public Quaternion PoseWorldRotation { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Quaternion	

RigidOverrides

Declaration

```
public HVRigidbodyOverrides RigidOverrides { get; }
```

Property Value

TYPE	DESCRIPTION
HVRigidbodyOverrides	

StrengthHandler

Declaration

```
public HVRHandStrengthHandler StrengthHandler { get; set; }
```

Property Value

TYPE	DESCRIPTION
HVRHandStrengthHandler	

TempGrabPoint

Declaration

```
public GameObject TempGrabPoint { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

TriggerGrabPoint

Declaration

```
public Transform TriggerGrabPoint { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Transform	

TriggerHoverTarget

Declaration

```
public HVRGrabbable TriggerHoverTarget { get; set; }
```

Property Value

TYPE	DESCRIPTION
HVRGrabbable	

TriggerPosableGrabPoint

Declaration

```
public HVRPosableGrabPoint TriggerPosableGrabPoint { get; }
```

Property Value

TYPE	DESCRIPTION
HVRPosableGrabPoint	

Methods

Awake()

Declaration

```
protected virtual void Awake()
```

CanGrab(HVRGrabbable)

Declaration

```
public override bool CanGrab(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRGrabberBase.CanGrab\(HVRGrabbable\)](#)

CanGrabFromSocket(HVRSocket)

Declaration

```
protected virtual bool CanGrabFromSocket(HVRSocket socket)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocket	socket	

Returns

TYPE	DESCRIPTION
System.Boolean	

CanHover(HVRGrabbable)

Declaration

```
public override bool CanHover(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRGrabberBase.CanHover\(HVRGrabbable\)](#)

ChangeGrabPoint(HVRPosableGrabPoint, Single, HVRAxis)

Declaration

```
public void ChangeGrabPoint(HVRPosableGrabPoint grabPoint, float time, HVRAxis axis)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRPosableGrabPoint	grabPoint	
System.Single	time	
HurricaneVR.Framework.Shared.HVRAxis	axis	

CheckActivateGrabbable()

Declaration

```
protected virtual void CheckActivateGrabbable()
```

CheckGrab()

Declaration

```
protected override void CheckGrab()
```

Overrides

[HVRGrabberBase.CheckGrab\(\)](#)

CheckHover()

Declaration

```
protected override bool CheckHover()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRGrabberBase.CheckHover\(\)](#)

CheckLineOfSight(HVRGrabbable)

Declaration

```
protected virtual bool CheckLineOfSight(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Boolean	

CheckSocketHover()

Declaration

```
protected virtual void CheckSocketHover()
```

CheckSocketUnhover()

Declaration

```
protected virtual void CheckSocketUnhover()
```

CheckTriggerHover()

Declaration

```
protected virtual bool CheckTriggerHover()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CheckTriggerUnHover()

Declaration

```
protected virtual void CheckTriggerUnHover()
```

CheckUnHover()

Declaration

```
protected override void CheckUnHover()
```

Overrides

[HVRGrabberBase.CheckUnHover\(\)](#)

ClosestValidSocket()

Declaration

```
protected virtual HVRSocket ClosestValidSocket()
```

Returns

TYPE	DESCRIPTION
HVRSocket	

ComputeThrowVelocity(HVRGrabbable, out Vector3, Boolean)

Declaration

```
public Vector3 ComputeThrowVelocity(HVRGrabbable grabbable, out Vector3 angularVelocity, bool isThrowing = false)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	
UnityEngine.Vector3	angularVelocity	
System.Boolean	isThrowing	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

DisableHandCollision(HVRGrabbable)

Declaration

```
public void DisableHandCollision(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

EnableHandCollision(HVRGrabbable)

Declaration

```
public void EnableHandCollision(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

FindClosestPoint(HVRGrabbable, out Boolean)

Declaration

```
protected virtual Vector3 FindClosestPoint(HVRGrabbable grabbable, out bool inside)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	
System.Boolean	inside	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

FixedUpdate()

Declaration

```
protected override void FixedUpdate()
```

Overrides

[HVRGrabberBase.FixedUpdate\(\)](#)

ForceRelease()

Declaration

```
public override void ForceRelease()
```

Overrides

[HVRGrabberBase.ForceRelease\(\)](#)

GetAverageAngularVelocity(Int32, Int32)

Declaration

```
public Vector3 GetAverageAngularVelocity(int frames, int start)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	frames	

TYPE	NAME	DESCRIPTION
System.Int32	start	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

GetAverageVelocity(Int32, Int32)

Declaration

```
public Vector3 GetAverageVelocity(int frames, int start)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	frames	
System.Int32	start	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

Grab(HVRGrabbable)

Declaration

```
protected virtual void Grab(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Grab(HVRGrabbable, HVRGrabTrigger, HVRPosableGrabPoint)

Will grab the provided object using the provided grab point, if the grab point isn't provided then the first valid one on the object will be used. If there are no grab points that are allowed to be grabbed by this hand you shouldn't use this method. If a grab point is found it will use the saved pose information to orient the object in the hand. If the CollisionHandler field on this hand is populated, it will do a post teleport sweep to try and prevent overlapping collisions due to the object being teleported. If grabTrigger is set to toggle or manual release, it will temporarily override the hand grabber / grabbables GrabTrigger while held. If you provide 'Active' then either the hand or the grabbable need their GrabTrigger set appropriately otherwise the object will just drop on the next frame.

Declaration

```
public virtual void Grab(HVRGrabbable grabbable, HVRGrabTrigger grabTrigger, HVRPosableGrabPoint grabPoint = null)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	
HurricaneVR.Framework.Shared.HVRGrabTrigger	grabTrigger	
HVRPosableGrabPoint	grabPoint	

IsV1Closest(Vector3, Vector3, Vector3)

Declaration

```
public static bool IsV1Closest(Vector3 v, Vector3 v1, Vector3 v2)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	v	
UnityEngine.Vector3	v1	
UnityEngine.Vector3	v2	

Returns

TYPE	DESCRIPTION
System.Boolean	

NetworkGrab(HVRGrabbable)

Declaration

```
public virtual void NetworkGrab(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

OnBeforeGrabbed(HVRGrabArgs)

Declaration

```
protected override void OnBeforeGrabbed(HVRGrabArgs args)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabArgs	args	

Overrides

[HVRGrabberBase.OnBeforeGrabbed\(HVRGrabArgs\)](#)

OnGrabbed(HVRGrabArgs)

Declaration

```
protected override void OnGrabbed(HVRGrabArgs args)
```

Parameters

Type	Name	Description
HVRGrabArgs	args	

Overrides

[HVRGrabberBase.OnGrabbed\(HVRGrabArgs\)](#)

OnGrabbedHaptics()

Declaration

```
protected virtual void OnGrabbedHaptics()
```

OnHandAttached()

Declaration

```
protected virtual void OnHandAttached()
```

OnHoverEnter(HVRGrabbable)

Declaration

```
protected override void OnHoverEnter(HVRGrabbable grabbable)
```

Parameters

Type	Name	Description
HVRGrabbable	grabbable	

Overrides

[HVRGrabberBase.OnHoverEnter\(HVRGrabbable\)](#)

OnHoverExit(HVRGrabbable)

Declaration

```
protected override void OnHoverExit(HVRGrabbable grabbable)
```

Parameters

Type	Name	Description
HVRGrabbable	grabbable	

Overrides

[HVRGrabberBase.OnHoverExit\(HVRGrabbable\)](#)

OnHoverHaptics()

Declaration

```
protected virtual void OnHoverHaptics()
```

OnReleased(HVRGrabbable)

Declaration

```
protected override void OnReleased(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Overrides

[HVRGrabberBase.OnReleased\(HVRGrabbable\)](#)

OnReleasedHaptics()

Declaration

```
protected virtual void OnReleasedHaptics()
```

OnTriggerHoverEnter(HVRHandGrabber, HVRGrabbable)

Declaration

```
protected virtual void OnTriggerHoverEnter(HVRHandGrabber grabber, HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	grabber	
HVRGrabbable	grabbable	

OnTriggerHoverExit(HVRHandGrabber, HVRGrabbable)

Declaration

```
protected virtual void OnTriggerHoverExit(HVRHandGrabber grabber, HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	grabber	
HVRGrabbable	grabbable	

OverrideHandSettings(HVRJointSettings)

Declaration

```
public void OverrideHandSettings(HVRJointSettings settings)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRJointSettings	settings	

ResetAnimator()

Declaration

```
public void ResetAnimator()
```

ResetCloneAnimator()

Declaration

```
public void ResetCloneAnimator()
```

ResetTrackedVelocities()

Declaration

```
protected void ResetTrackedVelocities()
```

SetAnimatorPose(HVRHandPoser, Boolean, Boolean)

Declaration

```
public void SetAnimatorPose(HVRHandPoser poser, bool poseHand = false, bool poseHandClone = false)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandPoser	poser	
System.Boolean	poseHand	
System.Boolean	poseHandClone	

SetupGrab(HVRGrabbable)

Declaration

```
public void SetupGrab(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Start()

Declaration

```
protected override void Start()
```

Overrides

[HVRGrabberBase.Start\(\)](#)

SwapGrabPoint(HVRPosableGrabPoint, Single, HVRAxis)

Declaration

```
protected virtual IEnumerator SwapGrabPoint(HVRPosableGrabPoint grabPoint, float time, HVRAxis axis)
```

Parameters

TYPE	NAME	DESCRIPTION

TYPE	NAME	DESCRIPTION
HVRPosableGrabPoint	grabPoint	
System.Single	time	
HurricaneVR.Framework.Shared.HVRAxis	axis	

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

TryAutoGrab(HVRGrabbable, HVRPosableGrabPoint)

Declaration

```
public bool TryAutoGrab(HVRGrabbable grabbable, HVRPosableGrabPoint grabPoint)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	
HVRPosableGrabPoint	grabPoint	

Returns

TYPE	DESCRIPTION
System.Boolean	

Update()

Declaration

```
protected override void Update()
```

Overrides

HVRGrabberBase.Update()

UpdateCollision(HVRGrabbable, Boolean)

Declaration

```
public void UpdateCollision(HVRGrabbable grabbable, bool enable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	
System.Boolean	enable	

UpdateGrabIndicator()

Declaration

```
protected virtual void UpdateGrabIndicator()
```

UpdateHolding()

Declaration

```
protected virtual bool UpdateHolding()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

UpdateTriggerGrabIndicator()

Declaration

```
protected virtual void UpdateTriggerGrabIndicator()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRHandGrabOnStart

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRHandGrabOnStart
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`
`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Core.Grabbers](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRHandGrabOnStart : MonoBehaviour
```

Fields

Grabbable

Declaration

```
public HVRGrabbable Grabbable
```

Field Value

TYPE	DESCRIPTION
HVRGrabbable	

Grabber

Declaration

```
public HVRHandGrabber Grabber
```

Field Value

TYPE	DESCRIPTION
HVRHandGrabber	

Methods

Start()

Declaration

```
public void Start()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRSocket

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[HVRGrabberBase](#)
HVRSocket
[HVRShoulderSocket](#)
[HVRNockingPoint](#)
[HVRAutoDropMagazine](#)
[HVRMagazineSocket](#)
[HVRShotgunAmmoSocket](#)

Inherited Members

[HVRGrabberBase.BeforeGrabbed](#)
[HVRGrabberBase.Grabbed](#)
[HVRGrabberBase.Released](#)
[HVRGrabberBase.BeforeHoverEnter](#)
[HVRGrabberBase.HoverEnter](#)
[HVRGrabberBase.HoverExit](#)
[HVRGrabberBase.GrabBags](#)
[HVRGrabberBase.ControllerRotation](#)
[HVRGrabberBase.AllowHovering](#)
[HVRGrabberBase.AllowGrabbing](#)
[HVRGrabberBase.IsGrabbing](#)
[HVRGrabberBase.IsHovering](#)
[HVRGrabberBase.HoverTarget](#)
[HVRGrabberBase.GrabbedTarget](#)
[HVRGrabberBase.IsHandGrabber](#)
[HVRGrabberBase.Rigidbody](#)
[HVRGrabberBase._grabPoint](#)
[HVRGrabberBase.GrabPoint](#)
[HVRGrabberBase.JointAnchorWorldPosition](#)
[HVRGrabberBase.Velocity](#)
[HVRGrabberBase.IsMine](#)
[HVRGrabberBase.PerformUpdate](#)
[HVRGrabberBase.PullingGrabbable](#)
[HVRGrabberBase.OnEnable\(\)](#)
[HVRGrabberBase.OnDisable\(\)](#)
[HVRGrabberBase.OnDestroy\(\)](#)
[HVRGrabberBase.FixedUpdate\(\)](#)
[HVRGrabberBase.CheckRelease\(\)](#)
[HVRGrabberBase.ForceRelease\(\)](#)
[HVRGrabberBase.HandSwapRelease\(\)](#)
[HVRGrabberBase.IsValidGrabbable\(HVRGrabbable\)](#)
[HVRGrabberBase.GetClosestGrabbable\(\)](#)
[HVRGrabberBase.GetClosestGrabbable\(Predicate<HVRGrabbable>\)](#)
[HVRGrabberBase.TryGrab\(HVRGrabbable, Boolean\)](#)
[HVRGrabberBase.TryGrabNoEvents\(HVRGrabbable, Boolean\)](#)

HVRGrabberBase.CheckForceRelease(HVRGrabbable)
HVRGrabberBase.GrabGrabbable(HVRGrabberBase, HVRGrabbable, Boolean)
HVRGrabberBase.OnBeforeGrabbed(HVRGrabArgs)
HVRGrabberBase.OnAfterGrabbed(HVRGrabbable)
HVRGrabberBase.CheckUnHover()
HVRGrabberBase.ClosestValidHover(Boolean)
HVRGrabberBase.ClosestValidHover()
HVRGrabberBase.HoverGrabbable(HVRGrabberBase, HVRGrabbable)
HVRGrabberBase.UnhoverGrabbable(HVRGrabberBase, HVRGrabbable)
HVRGrabberBase.OnGrabbableDestroyed(HVRGrabbable)
HVRGrabberBase.CheckForLineOfSight(Vector3, HVRGrabbable, LayerMask, Single, Boolean)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
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UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
Namespace: [HurricaneVR.Framework.Core.Grabbers](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRSocket : HVRGrabberBase
```

Fields

_appQuitting

Declaration

```
protected bool _appQuitting
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

_fixPositionRoutine

Declaration

```
protected Coroutine _fixPositionRoutine
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Coroutine	

_hadRigidBody

Declaration

```
protected bool _hadRigidBody
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

_ignoreGrabSFX

Declaration

```
protected bool _ignoreGrabSFX
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

_mass

Declaration

```
protected float _mass
```

Field Value

TYPE	DESCRIPTION
System.Single	

_modelBounds

Declaration

```
protected Bounds _modelBounds
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Bounds	

_previousParent

Declaration

```
protected Transform _previousParent
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

_previousScale

Declaration

```
protected Vector3 _previousScale
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

_timeoutGrabbable

Declaration

```
protected HVRGrabbable _timeoutGrabbable
```

Field Value

TYPE	DESCRIPTION
HVRGrabbable	

AudioGrabbedFallback

Declaration

```
[Tooltip("Fallback grabbed sfx to play if the socketable doesn't have one.")]  
public AudioClip AudioGrabbedFallback
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

AudioGrabbedOverride

Declaration

```
[Header("SFX")]
[Tooltip("Prioritized SFX to play for anything socketed")]
public AudioClip AudioGrabbedOverride
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

AudioReleasedFallback

Declaration

```
[Tooltip("Fallback released sfx to play if the socketable doesn't have one.")]
public AudioClip AudioReleasedFallback
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

AudioReleasedOverride

Declaration

```
[Tooltip("Prioritized SFX to play for anything released")]
public AudioClip AudioReleasedOverride
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

AutoSpawnPrefab

Declaration

```
[Tooltip("If supplied, this object will be cloned when one is removed.")]
public GameObject AutoSpawnPrefab
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

CanGrabStabbingGrabbable

Declaration

```
[Tooltip("If the grabbable stabber is stabbing something, can this socket grab it ?")]
public bool CanGrabStabbingGrabbable
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

CanRemoveGrabbable

Declaration

```
[Tooltip("If false then you can't remove the grabbable via hand grab.")]
public bool CanRemoveGrabbable
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

CheckHandOverlap

Declaration

```
[Tooltip("If true the hand socket detector must have detected this socket to be placed as well.")]
public bool CheckHandOverlap
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

DebugScale

Declaration

```
[Header("Debugging")]
public bool DebugScale
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

DistanceSource

Declaration

```
[Header("Misc")]
[Tooltip("If supplied the hand will use this point when sorting distance to the closest socket instead of the
socket position")]
public Transform DistanceSource
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

FilterCondition

Declaration

```
[Tooltip("If multiple filters are in use, must all be valid or just one?")]
public SocketCondition FilterCondition
```

Field Value

TYPE	DESCRIPTION
SocketCondition	

GrabbableMustBeHeld

Declaration

```
[Tooltip("If true item's must be placed with a hand grabber.")]
public bool GrabbableMustBeHeld
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

GrabControl

Declaration

```
[Header("Grab Settings")]
public HVRGrabControls GrabControl
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRGrabControls	

GrabDetectionType

Declaration

```
public HVRGrabDetection GrabDetectionType
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRGrabDetection	

GrabsFromHand

Declaration

```
[Tooltip("If true will snatch from a hand on hover.")]
public bool GrabsFromHand
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

GrabTimeout

Declaration

```
[Tooltip("If > 0 the last object released cannot be grabbed again until the timeout is reached")]
public float GrabTimeout
```

Field Value

TYPE	DESCRIPTION
System.Single	

HandGrabActions

Declaration

```
[Tooltip("Actions to apply when the socket is being hovered by a hand.")]
public HVRSocketHoverAction[] HandGrabActions
```

Field Value

TYPE	DESCRIPTION
HVRSocketHoverAction[]	

HoldType

Declaration

```
public SocketHoldType HoldType
```

Field Value

TYPE	DESCRIPTION
SocketHoldType	

HoverActions

Declaration

```
[Tooltip("Actions to apply when the socket is being hovered by a grabbable. Auto populates if empty")]
public HVRSocketHoverAction[] HoverActions
```

Field Value

Type	Description
HVRSocketHoverAction[]	

ParentDisablesGrab

Declaration

```
[Tooltip("If parent grabbable is socketed, disable grabbing.")]
public bool ParentDisablesGrab
```

Field Value

Type	Description
System.Boolean	

ParentGrabbable

Declaration

```
[Tooltip("Parent grabbable used with ParentDisablesGrab.")]
public HVRGrabbable ParentGrabbable
```

Field Value

Type	Description
HVRGrabbable	

ReleasesOnHover

Declaration

```
[Tooltip("Releases the current grabbable if another valid one is in range")]
public bool ReleasesOnHover
```

Field Value

Type	Description
System.Boolean	

ScaleGrabbable

Declaration

```
[Tooltip("Scales the grabbable down to fit based on Size and the model bounds.")]
public bool ScaleGrabbable
```

Field Value

Type	Description
System.Boolean	

Size

Declaration

```
[Tooltip("Grabbable scales down to this size along its longest extent.")]  
public float Size
```

Field Value

TYPE	DESCRIPTION
System.Single	

SocketFilters

Declaration

```
[Header("Socketable Filtering")]
[Tooltip("Filters to filter out socketables.")]
public HVRSocketFilter[] SocketFilters
```

Field Value

TYPE	DESCRIPTION
HVRSocketFilter[]	

SpawnedPrefab

Declaration

```
[Tooltip("Fires when an AutoSpawnedPrefab is instantiated.")]
public SocketSpawnEvent SpawnedPrefab
```

Field Value

TYPE	DESCRIPTION
SocketSpawnEvent	

Properties

AllowSwap

Declaration

```
public override bool AllowSwap { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRGrabberBase.AllowSwap](#)

CanAddGrabbable

Declaration

```
public bool CanAddGrabbable { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

CanInteract

Declaration

```
public virtual bool CanInteract { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsGrabActivated

Declaration

```
public override bool IsGrabActivated { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRGrabberBase.IsGrabActivated](#)

IsHoldActive

Declaration

```
public override bool IsHoldActive { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRGrabberBase.IsHoldActive](#)

IsSocket

Declaration

```
public override bool IsSocket { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRGrabberBase.IsSocket](#)

LinkedGrabbable

Declaration

```
public HVRGrabbable LinkedGrabbable { get; }
```

Property Value

TYPE	DESCRIPTION
HVRGrabbable	

Methods

CanGrab(HVRGrabbable)

Declaration

```
public override bool CanGrab(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRGrabberBase.CanGrab\(HVRGrabbable\)](#)

CanGrabbableBeRemoved(HVRHandGrabber)

Declaration

```
public virtual bool CanGrabbableBeRemoved(HVRHandGrabber hand)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	hand	

Returns

TYPE	DESCRIPTION
System.Boolean	

CanGrabEx(HVRGrabbable)

Bypass the held check for GrabsFromHand

Declaration

```
protected virtual bool CanGrabEx(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Boolean	

CanHover(HVRGrabbable)

Declaration

```
public override bool CanHover(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRGrabberBase.CanHover\(HVRGrabbable\)](#)

CheckAutoSpawn()

Declaration

```
protected virtual void CheckAutoSpawn()
```

CheckGrab()

Declaration

```
protected override void CheckGrab()
```

Overrides

[HVRGrabberBase.CheckGrab\(\)](#)

CheckHover()

Declaration

```
protected override bool CheckHover()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRGrabberBase.CheckHover\(\)](#)

CleanupRigidBody(HVRGrabbable)

Declaration

```
protected virtual void CleanupRigidBody(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

GetDistanceToGrabber(Vector3)

Gets the distance between this grabbable and the provided grabber

Declaration

```
public virtual float GetDistanceToGrabber(Vector3 point)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	point	

Returns

TYPE	DESCRIPTION
System.Single	

GetPositionOffset(HVRGrabbable)

Declaration

```
protected virtual Vector3 GetPositionOffset(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

GetRotationOffset(HVRGrabbable)

Declaration

```
protected virtual Quaternion GetRotationOffset(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

Type	Description
UnityEngine.Quaternion	

GetSquareDistanceToGrabber(Vector3)

Gets the Squared Distance between this grabbable and the provided grabber

Declaration

```
public virtual float GetSquareDistanceToGrabber(Vector3 point)
```

Parameters

Type	Name	Description
UnityEngine.Vector3	point	

Returns

Type	Description
System.Single	

GetTargetPosition(HVRGrabbable)

Declaration

```
protected virtual Vector3 GetTargetPosition(HVRGrabbable grabbable)
```

Parameters

Type	Name	Description
HVRGrabbable	grabbable	

Returns

Type	Description
UnityEngine.Vector3	

GetTargetRotation(HVRGrabbable)

Declaration

```
protected virtual Quaternion GetTargetRotation(HVRGrabbable grabbable)
```

Parameters

Type	Name	Description
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
UnityEngine.Quaternion	

GrabTimeoutRoutine(HVRGrabbable)

Declaration

```
protected virtual IEnumerator GrabTimeoutRoutine(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

HandleRigidBodyGrab(HVRGrabbable)

Declaration

```
protected virtual void HandleRigidBodyGrab(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

IsValid(HVRGrabbable)

Declaration

```
public virtual bool IsValid(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Boolean	

OnAfterHover(HVRGrabbable)

Declaration

```
protected override void OnAfterHover(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Overrides

[HVRGrabberBase.OnAfterHover\(HVRGrabbable\)](#)

OnBeforeHover(HVRGrabbable)

Declaration

```
protected override void OnBeforeHover(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Overrides

[HVRGrabberBase.OnBeforeHover\(HVRGrabbable\)](#)

OnGrabbableParented(HVRGrabbable)

Declaration

```
protected virtual void OnGrabbableParented(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

OnGrabbed(HVRGrabArgs)

Declaration

```
protected override void OnGrabbed(HVRGrabArgs args)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabArgs	args	

Overrides

[HVRGrabberBase.OnGrabbed\(HVRGrabArgs\)](#)

OnHandGrabberEntered()

Declaration

```
public void OnHandGrabberEntered()
```

OnHandGrabberExited()

Declaration

```
public void OnHandGrabberExited()
```

OnHoverEnter(HVRGrabbable)

Declaration

```
protected override void OnHoverEnter(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Overrides

[HVRGrabberBase.OnHoverEnter\(HVRGrabbable\)](#)

OnHoverExit(HVRGrabbable)

Declaration

```
protected override void OnHoverExit(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Overrides

[HVRGrabberBase.OnHoverExit\(HVRGrabbable\)](#)

OnHoverGrabbableReleased(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected virtual void OnHoverGrabbableReleased(HVRGrabberBase grabber, HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	
HVRGrabbable	grabbable	

OnReleased(HVRGrabbable)

Declaration

```
protected override void OnReleased(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Overrides

[HVRGrabberBase.OnReleased\(HVRGrabbable\)](#)

PlaySFX(AudioClip)

Declaration

```
protected virtual void PlaySFX(AudioClip clip)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.AudioClip	clip	

PlaySocketedSFX(HVRSocketable)

Declaration

```
protected virtual void PlaySocketedSFX(HVRSocketable socketable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocketable	socketable	

PlayUnsocketedSFX(HVRGrabbable)

Declaration

```
protected virtual void PlayUnsocketedSFX(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

PositionGrabbable(HVRGrabbable)

Declaration

```
protected virtual void PositionGrabbable(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

RotateGrabbable(HVRGrabbable)

Declaration

```
protected virtual void RotateGrabbable(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Start()

Declaration

```
protected override void Start()
```

Overrides

[HVRGrabberBase.Start\(\)](#)

TryGrab(HVRGrabbable, Boolean, Boolean)

Declaration

```
public virtual bool TryGrab(HVRGrabbable grabbable, bool force = false, bool ignoreGrabSound = false)
```

Parameters

Type	Name	Description
HVRGrabbable	grabbable	
System.Boolean	force	
System.Boolean	ignoreGrabSound	

Returns

Type	Description
System.Boolean	

Update()

Declaration

```
protected override void Update()
```

Overrides

[HVRGrabberBase.Update\(\)](#)

UpdateScale(HVRGrabbable)

Declaration

```
protected virtual void UpdateScale(HVRGrabbable grabbable)
```

Parameters

Type	Name	Description
HVRGrabbable	grabbable	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRSocketContainerGrabber

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[HVRGrabberBase](#)
[HVRSocketContainerGrabber](#)
[HVRShoulderGrabber](#)

Inherited Members

[HVRGrabberBase.BeforeGrabbed](#)
[HVRGrabberBase.Grabbed](#)
[HVRGrabberBase.Released](#)
[HVRGrabberBase.BeforeHoverEnter](#)
[HVRGrabberBase.HoverEnter](#)
[HVRGrabberBase.HoverExit](#)
[HVRGrabberBase.GrabBags](#)
[HVRGrabberBase.ControllerRotation](#)
[HVRGrabberBase.AllowHovering](#)
[HVRGrabberBase.AllowGrabbing](#)
[HVRGrabberBase.IsGrabbing](#)
[HVRGrabberBase.IsHovering](#)
[HVRGrabberBase.HoverTarget](#)
[HVRGrabberBase.GrabbedTarget](#)
[HVRGrabberBase.IsHoldActive](#)
[HVRGrabberBase.IsHandGrabber](#)
[HVRGrabberBase.IsSocket](#)
[HVRGrabberBase.Rigidbody](#)
[HVRGrabberBase._grabPoint](#)
[HVRGrabberBase.GrabPoint](#)
[HVRGrabberBase.JointAnchorWorldPosition](#)
[HVRGrabberBase.Velocity](#)
[HVRGrabberBase.IsMine](#)
[HVRGrabberBase.PerformUpdate](#)
[HVRGrabberBase.PullingGrabbable](#)
[HVRGrabberBase.OnEnable\(\)](#)
[HVRGrabberBase.OnDisable\(\)](#)
[HVRGrabberBase.OnDestroy\(\)](#)
[HVRGrabberBase.Update\(\)](#)
[HVRGrabberBase.FixedUpdate\(\)](#)
[HVRGrabberBase.CheckRelease\(\)](#)
[HVRGrabberBase.ForceRelease\(\)](#)
[HVRGrabberBase.HandSwapRelease\(\)](#)
[HVRGrabberBase.IsValidGrabbable\(HVRGrabbable\)](#)
[HVRGrabberBase.GetClosestGrabbable\(\)](#)
[HVRGrabberBase.GetClosestGrabbable\(Predicate<HVRGrabbable>\)](#)
[HVRGrabberBase.CheckGrab\(\)](#)
[HVRGrabberBase.TryGrab\(HVRGrabbable, Boolean\)](#)
[HVRGrabberBase.TryGrabNoEvents\(HVRGrabbable, Boolean\)](#)

HVRGrabberBase.CheckForceRelease(HVRGrabbable)
HVRGrabberBase.GrabGrabbable(HVRGrabberBase, HVRGrabbable, Boolean)
HVRGrabberBase.OnBeforeGrabbed(HVRGrabArgs)
HVRGrabberBase.OnAfterGrabbed(HVRGrabbable)
HVRGrabberBase.CheckUnHover()
HVRGrabberBase.ClosestValidHover(Boolean)
HVRGrabberBase.ClosestValidHover()
HVRGrabberBase.CheckHover()
HVRGrabberBase.OnBeforeHover(HVRGrabbable)
HVRGrabberBase.OnAfterHover(HVRGrabbable)
HVRGrabberBase.HoverGrabbable(HVRGrabberBase, HVRGrabbable)
HVRGrabberBase.UnhoverGrabbable(HVRGrabberBase, HVRGrabbable)
HVRGrabberBase.OnReleased(HVRGrabbable)
HVRGrabberBase.OnGrabbableDestroyed(HVRGrabbable)
HVRGrabberBase.CheckForLineOfSight(Vector3, HVRGrabbable, LayerMask, Single, Boolean)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Grabbers](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRSocketContainerGrabber : HVRGrabberBase
```

Fields

GrappleMustBeHeld

Declaration

```
[Tooltip("If true item's must be placed with a hand grabber.")]  
public bool GrappleMustBeHeld
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

SocketContainer

Declaration

```
public HVRSocketContainer SocketContainer
```

Field Value

TYPE	DESCRIPTION
HVRSocketContainer	

Properties

AllowSwap

Declaration

```
public override bool AllowSwap { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRGrabberBase.AllowSwap](#)

IsGrabActivated

Declaration

```
public override bool IsGrabActivated { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRGrabberBase.IsGrabActivated](#)

Methods

CanGrab(HVRGrabbable)

Declaration

```
public override bool CanGrab(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRGrabberBase.CanGrab\(HVRGrabbable\)](#)

CanHover(HVRGrabbable)

Declaration

```
public override bool CanHover(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRGrabberBase.CanHover\(HVRGrabbable\)](#)

OnGrabbed(HVRGrabArgs)

Declaration

```
protected override void OnGrabbed(HVRGrabArgs args)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabArgs	args	

Overrides

[HVRGrabberBase.OnGrabbed\(HVRGrabArgs\)](#)

OnHoverEnter(HVRGrabbable)

Declaration

```
protected override void OnHoverEnter(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Overrides

[HVRGrabberBase.OnHoverEnter\(HVRGrabbable\)](#)

OnHoverExit(HVRGrabbable)

Declaration

```
protected override void OnHoverExit(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Overrides

[HVRGrabberBase.OnHoverExit\(HVRGrabbable\)](#)

Start()

Declaration

```
protected override void Start()
```

Overrides

[HVRGrabberBase.Start\(\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Enum SocketCondition

Namespace: [HurricaneVR.Framework.Core.Grabbers](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum SocketCondition
```

Fields

NAME	DESCRIPTION
AND	
OR	

Enum SocketHoldType

Namespace: [HurricaneVR.Framework.Core.Grabbers](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum SocketHoldType
```

Fields

NAME	DESCRIPTION
Kinematic	
RemoveRigidbody	

Class SocketSpawnEvent

Inheritance

System.Object

UnityEngine.Events.UnityEventBase

UnityEngine.Events.UnityEvent<HVRSocket, UnityEngine.GameObject>

SocketSpawnEvent

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Grabbers.HVRSocket,

UnityEngine.GameObject>.AddListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Core.Grabbers.HVRSocket,
UnityEngine.GameObject>)

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Grabbers.HVRSocket,

UnityEngine.GameObject>.RemoveListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Core.Grabbers.HVRSocket,
UnityEngine.GameObject>)

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Grabbers.HVRSocket,

UnityEngine.GameObject>.FindMethod_Impl(System.String, System.Object)

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Grabbers.HVRSocket,

UnityEngine.GameObject>.Invoke(HurricaneVR.Framework.Core.Grabbers.HVRSocket, UnityEngine.GameObject)

UnityEngine.Events.UnityEventBase.UnityEventBase.ISerializationCallbackReceiver.OnBeforeSerialize()

UnityEngine.Events.UnityEventBase.UnityEventBase.ISerializationCallbackReceiver.OnAfterDeserialize()

UnityEngine.Events.UnityEventBase.FindMethod_Impl(System.String, System.Object)

UnityEngine.Events.UnityEventBase.GetPersistentEventCount()

UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)

UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)

UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)

UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)

UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)

UnityEngine.Events.UnityEventBase.RemoveAllListeners()

UnityEngine.Events.UnityEventBase.Invoke(System.Object[])

UnityEngine.Events.UnityEventBase.ToString()

UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])

UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object,

UnityEngine.Events.PersistentListenerMode)

UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object,

UnityEngine.Events.PersistentListenerMode, System.Type)

UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: HurricaneVR.Framework.Core.Grabbers

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class SocketSpawnEvent : UnityEvent<HVRSocket, GameObject>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Namespace HurricaneVR.Framework.Core.HandPoser

Classes

[HVRAnimationParameters](#)

[HVRGrabPointSwapper](#)

[HVRHandAnimator](#)

[HVRHandMirrorer](#)

[HVRHandMirrorSettings](#)

[HVRHandPose](#)

[HVRHandPoseBlend](#)

[HVRHandPoser](#)

[VRIKTargets](#)

[HVRJointMirrorSetting](#)

[HVRPhysicsPoser](#)

[HVRPosableBone](#)

[HVRPosableFinger](#)

[HVRPosableGrabPoint](#)

[HVRPosableHand](#)

[PoserGrabPoints](#)

Enums

[BlendType](#)

[FingerMirrorPosition](#)

[FingerMirrorRotation](#)

[HVRFingerType](#)

[HVRHandPoseMask](#)

[MirrorAxis](#)

Enum BlendType

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum BlendType
```

Fields

NAME	DESCRIPTION
BooleanParameter	
FloatParameter	
Immediate	
Manual	

Enum FingerMirrorPosition

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum FingerMirrorPosition
```

Fields

NAME	DESCRIPTION
Opposite	
Same	

Enum FingerMirrorRotation

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum FingerMirrorRotation
```

Fields

NAME	DESCRIPTION
Minus180	
Neg180Minus	
Opposite	
P180Minus	
Plus180	
Same	

Class HVRAutomationParameters

Inheritance

System.Object

HVRAutomationParameters

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public static class HVRAutomationParameters
```

Methods

ClearBoolParameter(HVRHandSide, String)

Declaration

```
public static void ClearBoolParameter(HVRHandSide side, string parameter)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	side	
System.String	parameter	

ClearFloatParameter(HVRHandSide, String)

Declaration

```
public static void ClearFloatParameter(HVRHandSide side, string parameter)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	side	
System.String	parameter	

GetBoolParameter(HVRHandSide, String)

Declaration

```
public static bool GetBoolParameter(HVRHandSide side, string parameter)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	side	
System.String	parameter	

Returns

TYPE	DESCRIPTION
System.Boolean	

GetFloatParameter(HVRHandSide, String)

Declaration

```
public static float GetFloatParameter(HVRHandSide side, string parameter)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	side	
System.String	parameter	

Returns

TYPE	DESCRIPTION
System.Single	

Reset()

Declaration

```
public static void Reset()
```

SetBoolParameter(HVRHandSide, String, Boolean)

Declaration

```
public static void SetBoolParameter(HVRHandSide side, string parameter, bool value)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	side	
System.String	parameter	
System.Boolean	value	

SetFloatParameter(HVRHandSide, String, Single)

Declaration

```
public static void SetFloatParameter(HVRHandSide side, string parameter, float value)
```

Parameters

Type	Name	Description
HurricaneVR.Framework.Shared.HVRHandSide	side	
System.String	parameter	
System.Single	value	

Enum HVRFingerType

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum HVRFingerType
```

Fields

NAME	DESCRIPTION
Close	
Static	

Class HVRGrabPointSwapper

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputAction
HVRGrabPointSwapper
```

Inherited Members

```
HVRInputAction.Grabbable
HVRInputAction.Update\(\)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
```

UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name

UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRGrabPointSwapper : HVRInputAction
```

Fields

GrabPoints

Declaration

```
public HVRPosableGrabPoint[] GrabPoints
```

Field Value

TYPE	DESCRIPTION
HVRPosableGrabPoint[]	

OtherHands

Declaration

```
[Tooltip("Used when other hands with poser index > 0.")]  
public PoserGrabPoints[] OtherHands
```

Field Value

TYPE	DESCRIPTION
PoserGrabPoints[]	

RotateAxis

Declaration

```
[Tooltip("Rotation direction when moving to this grab point index.")]  
public HVRAxis[] RotateAxis
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRAxis[]	

SwapTime

Declaration

```
[Tooltip("Time it takes to get to the next grab point.")]  
public float SwapTime
```

Field Value

TYPE	DESCRIPTION
System.Single	

Methods

Awake()

Declaration

```
protected override void Awake()
```

Overrides

[HVRInputAction.Awake\(\)](#)

CheckInput(HVRController)

Declaration

```
protected override void CheckInput(HVRController controller)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	controller	

Overrides

[HVRInputAction.CheckInput\(HVRController\)](#)

GetActivated(HVRController)

Declaration

```
protected virtual bool GetActivated(HVRController controller)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	controller	

Returns

TYPE	DESCRIPTION
System.Boolean	

OnGrabPointSwapped(HVRPosableGrabPoint, HVRPosableGrabPoint)

Declaration

```
protected virtual void OnGrabPointSwapped(HVRPosableGrabPoint previous, HVRPosableGrabPoint next)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRPosableGrabPoint	previous	

Type	Name	Description
HVRPosableGrabPoint	next	

Swap()

Declaration

```
public virtual void Swap()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRHandAnimator

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRHandAnimator
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRHandAnimator : MonoBehaviour
```

Fields

CurrentPoser

Declaration

```
[Header("Debug View")]
public HVRHandPoser CurrentPoser
```

Field Value

TYPE	DESCRIPTION
HVRHandPoser	

DefaultPoseHand

Declaration

```
[Tooltip("If true the default poser will pause the hand")]
public bool DefaultPoseHand
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

DefaultPoser

Declaration

```
public HVRHandPoser DefaultPoser
```

Field Value

TYPE	DESCRIPTION
HVRHandPoser	

DynamicPoseSpeed

Declaration

```
[Tooltip("Finger bend speed when dynamic pose is active")]
public float DynamicPoseSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

Hand

Declaration

```
public HVRPosableHand Hand
```

Field Value

TYPE	DESCRIPTION
HVRPosableHand	

PhysicsPoser

Declaration

```
[Header("Components")]
public HVRPhysicsPoser PhysicsPoser
```

Field Value

TYPE	DESCRIPTION
HVRPhysicsPoser	

PoseHand

Declaration

```
[FormerlySerializedAs("PosePosAndRot")]
[Header("Settings")]
[Tooltip("True for floaty hands, false for FinalIK hands")]
public bool PoseHand
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Properties

DynamicPose

Declaration

```
public bool DynamicPose { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

FingerCurlSource

Defaults to the finger curl arrays managed by the framework in Start(). Can be overriden after start with a float[5] array if you want to supply your own curl data.

Declaration

```
public float[] FingerCurlSource { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single[]	

IgnoreCurls

Enable to disable finger curl influence on the hand pose

Declaration

```
public bool IgnoreCurls { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsMine

Declaration

```
public bool IsMine { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

Disable()

Declaration

```
public void Disable()
```

Enable()

Declaration

```
public void Enable()
```

LateUpdate()

Declaration

```
protected virtual void LateUpdate()
```

ResetIfNotDefault()

Declaration

```
public void ResetIfNotDefault()
```

ResetToDefault()

Declaration

```
public void ResetToDefault()
```

SetCurrentPoser(HVRHandPoser, Boolean)

Declaration

```
public void SetCurrentPoser(HVRHandPoser poser, bool poseHand = true)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandPoser	poser	
System.Boolean	poseHand	

Start()

Declaration

```
protected virtual void Start()
```

StartDynamicPose(HVRHandPoseData)

Declaration

```
public void StartDynamicPose(HVRHandPoseData pose)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandPoseData	pose	

UpdateFingerCurls()

Declaration

```
protected virtual void UpdateFingerCurls()
```

ZeroFingerCurls()

Declaration

```
public void ZeroFingerCurls()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRHandMirrorer

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRHandMirrorer
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRHandMirrorer : MonoBehaviour
```

Methods

ABS(Vector3)

Declaration

```
public Vector3 ABS(Vector3 v)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	v	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

MirrorBone(HVRPosableBone, out Vector3)

Declaration

```
protected virtual Quaternion MirrorBone(HVRPosableBone bone, out Vector3 position)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRPosableBone	bone	
UnityEngine.Vector3	position	

Returns

TYPE	DESCRIPTION
UnityEngine.Quaternion	

MirrorFinger(HVRPosableFinger, HVRPosableFinger)

Declaration

```
public virtual void MirrorFinger(HVRPosableFinger source, HVRPosableFinger target)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRPosableFinger	source	

TYPE	NAME	DESCRIPTION
HVRPosableFinger	target	

MirrorFingerData(HVRPosableFinger)

Declaration

```
public virtual HVRPosableFingerData MirrorFingerData(HVRPosableFinger finger)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRPosableFinger	finger	

Returns

TYPE	DESCRIPTION
HVRPosableFingerData	

MirrorFingers(HVRPosableHand, HVRHandPoseData)

Declaration

```
public virtual void MirrorFingers(HVRPosableHand hand, HVRHandPoseData clone)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRPosableHand	hand	
HVRHandPoseData	clone	

MirrorFingers(HVRPosableHand, HVRPosableHand)

Declaration

```
public virtual void MirrorFingers(HVRPosableHand source, HVRPosableHand target)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRPosableHand	source	
HVRPosableHand	target	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRHandMirrorSettings

Inheritance

System.Object
UnityEngine.Object
UnityEngine.ScriptableObject
HVRHandMirrorSettings

Inherited Members

UnityEngine.ScriptableObject.SetDirty()
UnityEngine.ScriptableObject.CreateInstance(System.String)
UnityEngine.ScriptableObject.CreateInstance(System.Type)
UnityEngine.ScriptableObject.CreateInstance<T>()
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[CreateAssetMenu(menuName = "HurricaneVR/Mirror Settings", fileName = "HandMirrorSettings")]
public class HVRHandMirrorSettings : ScriptableObject
```

Fields

AllSetting

Declaration

```
public HVRJointMirrorSetting AllSetting
```

Field Value

TYPE	DESCRIPTION
HVRJointMirrorSetting	

IndexSetting

Declaration

```
public HVRJointMirrorSetting IndexSetting
```

Field Value

TYPE	DESCRIPTION
HVRJointMirrorSetting	

IndexSettings

Declaration

```
public List<HVRJointMirrorSetting> IndexSettings
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<HVRJointMirrorSetting>	

MiddleSetting

Declaration

```
public HVRJointMirrorSetting MiddleSetting
```

Field Value

TYPE	DESCRIPTION
HVRJointMirrorSetting	

MiddleSettings

Declaration

```
public List<HVRJointMirrorSetting> MiddleSettings
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<HVRJointMirrorSetting>	

PinkySetting

Declaration

```
public HVRJointMirrorSetting PinkySetting
```

Field Value

TYPE	DESCRIPTION
HVRJointMirrorSetting	

PinkySettings

Declaration

```
public List<HVRJointMirrorSetting> PinkySettings
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<HVRJointMirrorSetting>	

RingSetting

Declaration

```
public HVRJointMirrorSetting RingSetting
```

Field Value

TYPE	DESCRIPTION
HVRJointMirrorSetting	

RingSettings

Declaration

```
public List<HVRJointMirrorSetting> RingSettings
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<HVRJointMirrorSetting>	

ThumbSetting

Declaration

```
public HVRJointMirrorSetting ThumbSetting
```

Field Value

TYPE	DESCRIPTION
HVRJointMirrorSetting	

ThumbSettings

Declaration

```
public List<HVRJointMirrorSetting> ThumbSettings
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< HVRJointMirrorSetting >	

UseIndexSetting

Declaration

```
public bool UseIndexSetting
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

UseMiddleSetting

Declaration

```
public bool UseMiddleSetting
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

UsePinkySetting

Declaration

```
public bool UsePinkySetting
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

UseRingSetting

Declaration

```
public bool UseRingSetting
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

UseThumbSetting

Declaration

```
public bool UseThumbSetting
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Class HVRHandPose

Inheritance

System.Object
UnityEngine.Object
UnityEngine.ScriptableObject
HVRHandPose

Inherited Members

UnityEngine.ScriptableObject.SetDirty()
UnityEngine.ScriptableObject.CreateInstance(System.String)
UnityEngine.ScriptableObject.CreateInstance(System.Type)
UnityEngine.ScriptableObject.CreateInstance<T>()
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRHandPose : ScriptableObject
```

Fields

LeftHand

Declaration

```
public HVRHandPoseData LeftHand
```

Field Value

TYPE	DESCRIPTION
HVRHandPoseData	

RightHand

Declaration

```
public HVRHandPoseData RightHand
```

Field Value

TYPE	DESCRIPTION
HVRHandPoseData	

SnappedLeft

Declaration

```
public bool SnappedLeft
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Methods

DeepCopy()

Declaration

```
public HVRHandPose DeepCopy()
```

Returns

TYPE	DESCRIPTION
HVRHandPose	

GetPose(HVRHandSide)

Declaration

```
public HVRHandPoseData GetPose(HVRHandSide side)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	side	

Returns

TYPE	DESCRIPTION
HVRHandPoseData	

GetPose(Boolean)

Declaration

```
public HVRHandPoseData GetPose(bool isLeft)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isLeft	

Returns

TYPE	DESCRIPTION
HVRHandPoseData	

Class HVRHandPoseBlend

Inheritance

System.Object
HVRHandPoseBlend

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class HVRHandPoseBlend
```

Constructors

HVRHandPoseBlend()

Declaration

```
public HVRHandPoseBlend()
```

Fields

AnimationParameter

Declaration

```
public string AnimationParameter
```

Field Value

TYPE	DESCRIPTION
System.String	

Button

Declaration

```
public HVRButtons Button
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtons	

ButtonParameter

Declaration

```
public bool ButtonParameter
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

DefaultParameter

Declaration

```
public const string DefaultParameter = ""
```

Field Value

TYPE	DESCRIPTION
System.String	

Disabled

Declaration

```
public bool Disabled
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IndexStart

Declaration

```
public float IndexStart
```

Field Value

TYPE	DESCRIPTION
System.Single	

IndexType

Declaration

```
public HVRFingerType IndexType
```

Field Value

TYPE	DESCRIPTION
HVRFingerType	

Mask

Declaration

```
public HVRHandPoseMask Mask
```

Field Value

TYPE	DESCRIPTION
HVRHandPoseMask	

MiddleStart

Declaration

```
public float MiddleStart
```

Field Value

TYPE	DESCRIPTION
System.Single	

MiddleType

Declaration

```
public HVRFingerType MiddleType
```

Field Value

TYPE	DESCRIPTION
HVRFingerType	

PinkyStart

Declaration

```
public float PinkyStart
```

Field Value

TYPE	DESCRIPTION
System.Single	

PinkyType

Declaration

```
public HVRFingerType PinkyType
```

Field Value

TYPE	DESCRIPTION
HVRFingerType	

Pose

Declaration

```
public HVRHandPose Pose
```

Field Value

TYPE	DESCRIPTION
HVRHandPose	

RingStart

Declaration

```
public float RingStart
```

Field Value

TYPE	DESCRIPTION
System.Single	

RingType

Declaration

```
public HVRFingerType RingType
```

Field Value

TYPE	DESCRIPTION
HVRFingerType	

Speed

Primary Pose : The speed the hand will move toward the blended target pose. Secondary Pose : The speed Bool and Immediate type blends will move toward the defined secondary pose.

Declaration

```
public float Speed
```

Field Value

TYPE	DESCRIPTION
System.Single	

Test

Declaration

```
public HVRAction Test
```

Field Value

TYPE	DESCRIPTION
HVRAction	

ThumbStart

Declaration

```
public float ThumbStart
```

Field Value

TYPE	DESCRIPTION
System.Single	

ThumbType

Declaration

```
public HVRFingerType ThumbType
```

Field Value

TYPE	DESCRIPTION
HVRFingerType	

Type

Declaration

```
public BlendType Type
```

Field Value

TYPE	DESCRIPTION
BlendType	

Value

Declaration

```
[NonSerialized]  
public float Value
```

Field Value

TYPE	DESCRIPTION
System.Single	

Weight

Declaration

```
[Range(0F, 1F)]  
public float Weight
```

Field Value

TYPE	DESCRIPTION
System.Single	

Methods

GetFingerStart(Int32)

Declaration

```
public float GetFingerStart(int index)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	index	

Returns

TYPE	DESCRIPTION
System.Single	

GetFingerType(Int32)

Declaration

```
public HVRFingerType GetFingerType(int index)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	index	

Returns

TYPE	DESCRIPTION
HVRFingerType	

SetDefaults()

Declaration

```
public void SetDefaults()
```

Enum HVRHandPoseMask

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Flags]
public enum HVRHandPoseMask
```

Fields

NAME	DESCRIPTION
Hand	
Index	
Middle	
None	
Pinky	
Ring	
Thumb	

Class HVRHandPoser

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRHandPoser
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRHandPoser : MonoBehaviour
```

Fields

Blends

Declaration

```
public List<HVRHandPoseBlend> Blends
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< HVRHandPoseBlend >	

BodyPreview

Declaration

```
[SerializeField]
protected GameObject BodyPreview
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

LeftAutoPose

Declaration

```
[SerializeField]
protected bool LeftAutoPose
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LeftHandPreview

Declaration

```
[SerializeField]
protected GameObject LeftHandPreview
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

MirrorAxis

Declaration

```
public MirrorAxis MirrorAxis
```

Field Value

TYPE	DESCRIPTION
MirrorAxis	

PoseNames

Declaration

```
[SerializeField]
public List<string> PoseNames
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.String>	

PreviewLeft

Declaration

```
[SerializeField]
protected bool PreviewLeft
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

PreviewRight

Declaration

```
[SerializeField]
protected bool PreviewRight
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

PrimaryPose

Declaration

```
public HVRHandPoseBlend PrimaryPose
```

Field Value

TYPE	DESCRIPTION
HVRHandPoseBlend	

TYPE	DESCRIPTION

ReferencePose

Declaration

```
public HVRHandPose ReferencePose
```

Field Value

TYPE	DESCRIPTION
HVRHandPose	

RightAutoPose

Declaration

```
[SerializeField]
protected bool RightAutoPose
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

RightHandPreview

Declaration

```
[SerializeField]
protected GameObject RightHandPreview
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

SelectionIndex

Declaration

```
[SerializeField]
protected int SelectionIndex
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRIKTargets

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRIKTargets
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRIKTargets : MonoBehaviour
```

Fields

LeftTarget

Declaration

```
public Transform LeftTarget
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

RightTarget

Declaration

```
public Transform RightTarget
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Properties

IsPoser

Declaration

```
public bool IsPoser { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRJointMirrorSetting

Inheritance

System.Object
HVRJointMirrorSetting

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class HVRJointMirrorSetting
```

Fields

XPosition

Declaration

```
public FingerMirrorPosition XPosition
```

Field Value

TYPE	DESCRIPTION
FingerMirrorPosition	

XRotation

Declaration

```
public FingerMirrorRotation XRotation
```

Field Value

TYPE	DESCRIPTION
FingerMirrorRotation	

YPosition

Declaration

```
public FingerMirrorPosition YPosition
```

Field Value

TYPE	DESCRIPTION
FingerMirrorPosition	

YRotation

Declaration

```
public FingerMirrorRotation YRotation
```

Field Value

TYPE	DESCRIPTION
FingerMirrorRotation	

ZPosition

Declaration

```
public FingerMirrorPosition ZPosition
```

Field Value

TYPE	DESCRIPTION
FingerMirrorPosition	

ZRotation

Declaration

```
public FingerMirrorRotation ZRotation
```

Field Value

TYPE	DESCRIPTION
FingerMirrorRotation	

Class HVRPhysicsPoser

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRPhysicsPoser
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[ExecuteInEditMode]
public class HVRPhysicsPoser : MonoBehaviour
```

Fields

_fingerIndex

Declaration

```
public int _fingerIndex
```

Field Value

TYPE	DESCRIPTION
System.Int32	

ClosedPose

Declaration

```
public HVRHandPose ClosedPose
```

Field Value

TYPE	DESCRIPTION
HVRHandPose	

CurrentMask

Declaration

```
public LayerMask CurrentMask
```

Field Value

TYPE	DESCRIPTION
UnityEngine.LayerMask	

DrawCollisionPoints

Declaration

```
public bool DrawCollisionPoints
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

DrawSpheres

Declaration

```
[Header("Debug")]
public bool DrawSpheres
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

DrawTips

Declaration

```
public bool DrawTips
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

FingerBends

Declaration

```
public int[] FingerBends
```

Field Value

TYPE	DESCRIPTION
System.Int32[]	

FingerTipOnly

Declaration

```
public bool FingerTipOnly
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Hand

Declaration

```
[Header("Components")]
public HVRPosableHand Hand
```

Field Value

TYPE	DESCRIPTION
HVRPosableHand	

Iterations

Declaration

```
[Header("Settings")]
public int Iterations
```

Field Value

TYPE	DESCRIPTION
System.Int32	

LiveUpdate

Declaration

```
public bool LiveUpdate
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LogHitColliderNames

Declaration

```
public bool LogHitColliderNames
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

OpenPose

Declaration

```
public HVRHandPose OpenPose
```

Field Value

TYPE	DESCRIPTION
HVRHandPose	

Palm

Declaration

```
[Tooltip("Forward vector of the palm for aiming")]
public Transform Palm
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

RaysPerBone

Declaration

```
public int RaysPerBone
```

Field Value

TYPE	DESCRIPTION
System.Int32	

SphereRadius

Declaration

```
public float SphereRadius
```

Field Value

TYPE	DESCRIPTION
System.Single	

Methods

BackStepIteration()

Declaration

```
public void BackStepIteration()
```

NextFinger()

Declaration

```
public void NextFinger()
```

OpenFingers()

Declaration

```
public void OpenFingers()
```

ResetHand()

Declaration

```
public void ResetHand()
```

Setup()

Declaration

```
public void Setup()
```

SetupCollision()

Declaration

```
public void SetupCollision()
```

SimulateClose(LayerMask)

Declaration

```
public void SimulateClose(LayerMask mask)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.LayerMask	mask	

StepIteration()

Declaration

```
public void StepIteration()
```

TestClose()

Declaration

```
public void TestClose()
```

Validate()

Declaration

```
public bool Validate()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRPosableBone

Inheritance

System.Object
HVRPosableBone

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class HVRPosableBone
```

Fields

Forward

Declaration

```
public Vector3 Forward
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

OtherForward

Declaration

```
public Vector3 OtherForward
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

OtherUp

Declaration

```
public Vector3 OtherUp
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Transform

Declaration

```
public Transform Transform
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Up

Declaration

```
public Vector3 Up
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Methods

GetBoneData()

Declaration

```
public HVRPosableBoneData GetBoneData()
```

Returns

TYPE	DESCRIPTION
HVRPosableBoneData	

Class HVRPosableFinger

Inheritance

System.Object
HVRPosableFinger

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class HVRPosableFinger
```

Fields

Bones

Declaration

```
public List<HVRPosableBone> Bones
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< HVRPosableBone >	

Root

Declaration

```
public Transform Root
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Tip

Declaration

```
public Transform Tip
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Methods

GetFingerData()

Declaration

```
public HVRPosableFingerData GetFingerData()
```

Returns

TYPE	DESCRIPTION
HVRPosableFingerData	

Class HVRPosableGrabPoint

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRPosableGrabPoint
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRPosableGrabPoint : MonoBehaviour
```

Fields

AllowedAngleDifference

Declaration

```
[Range(0F, 360F)]  
public float AllowedAngleDifference
```

Field Value

TYPE	DESCRIPTION
System.Single	

CanLineFlip

Declaration

```
[DrawIf("IsLineGrab", true, DrawIfAttribute.DisablingType.DontDraw)]  
public bool CanLineFlip
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

CheckDistance

Declaration

```
public bool CheckDistance
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Grabbable

Declaration

```
[Tooltip("Auto populated from the first parent if not supplied")]  
public HVRGrabbable Grabbable
```

Field Value

TYPE	DESCRIPTION
HVRGrabbable	

GrabIndicatorPosition

Declaration

```
[Header("Transforms")]
[Tooltip("If populated, the grab point highlight indicator will be placed at this transform's position instead of this transform's position")]
public Transform GrabIndicatorPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Group

Declaration

```
[Tooltip("Grab Points in the same group will have pose rotation considered")]
public int Group
```

Field Value

TYPE	DESCRIPTION
System.Int32	

HandPoser

Declaration

```
public HVRHandPoser HandPoser
```

Field Value

TYPE	DESCRIPTION
HVRHandPoser	

HandPositionOffset

Declaration

```
public Vector3 HandPositionOffset
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

HandRotationOffset

Declaration

```
[Header("Controller Tracking Offsets")]
[FormerlySerializedAs("jointOffset")]
public Vector3 HandRotationOffset
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

IsForceGrabbable

Declaration

```
public bool IsForceGrabbable
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsJointAnchor

Declaration

```
[Header("Settings")]
public bool IsJointAnchor
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsLineGrab

Declaration

```
[Header("Line Grab")]
public bool IsLineGrab
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LeftHand

Declaration

```
[Tooltip("Can the Left hand grab this")]
public bool LeftHand
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LineCanReposition

Declaration

```
[DrawIf("IsLineGrab", true, DrawIfAttribute.DisablingType.DontDraw)]
public bool LineCanReposition
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LineCanRotate

Declaration

```
[DrawIf("IsLineGrab", true, DrawIfAttribute.DisablingType.DontDraw)]  
public bool LineCanRotate
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LineEnd

Declaration

```
[DrawIf("IsLineGrab", true, DrawIfAttribute.DisablingType.DontDraw)]  
public Transform LineEnd
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

LineFreeRotation

Declaration

```
[DrawIf("IsLineGrab", true, DrawIfAttribute.DisablingType.DontDraw)]  
public bool LineFreeRotation
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LineInitialCanReposition

Declaration

```
[DrawIf("IsLineGrab", true, DrawIfAttribute.DisablingType.DontDraw)]  
public bool LineInitialCanReposition
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LineInitialCanRotate

Declaration

```
[DrawIf("IsLineGrab", true, DrawIfAttribute.DisablingType.DontDraw)]  
public bool LineInitialCanRotate
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LineStart

Declaration

```
[DrawIf("IsLineGrab", true, DrawIfAttribute.DisablingType.DontDraw)]  
public Transform LineStart
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

LooseAngularDamper

Declaration

```
[DrawIf("IsLineGrab", true, DrawIfAttribute.DisablingType.DontDraw)]  
public float LooseAngularDamper
```

Field Value

TYPE	DESCRIPTION
System.Single	

LooseDamper

Declaration

```
[DrawIf("IsLineGrab", true, DrawIfAttribute.DisablingType.DontDraw)]  
public float LooseDamper
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxDistance

Declaration

```
public float MaxDistance
```

Field Value

TYPE	DESCRIPTION
System.Single	

OneHandOnly

Declaration

```
[Tooltip("If true only one hand can grab this grabpoint")]
public bool OneHandOnly
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Others

Declaration

```
public List<HVRPosableGrabPoint> Others
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< HVRPosableGrabPoint >	

PoserIndex

Declaration

```
public int PoserIndex
```

Field Value

TYPE	DESCRIPTION
System.Int32	

RightHand

Declaration

```
[Tooltip("Can the right hand grab this")]
public bool RightHand
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

VisualGrabPoint

Declaration

```
public Transform VisualGrabPoint
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Properties

LeftPoseOffset

Declaration

```
public Quaternion LeftPoseOffset { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Quaternion	

LeftPosePositionOffset

Declaration

```
public Vector3 LeftPosePositionOffset { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

RightPoseOffset

Declaration

```
public Quaternion RightPoseOffset { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Quaternion	

RightPosePositionOffset

Declaration

```
public Vector3 RightPosePositionOffset { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

WorldLine

Declaration

```
public Vector3 WorldLine { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

WorldLineMiddle

Declaration

```
public Vector3 WorldLineMiddle { get; }
```

Property Value

Type	Description
UnityEngine.Vector3	

Methods

AddGroupedGrabPoint(HVRPosableGrabPoint)

Declaration

```
public void AddGroupedGrabPoint(HVRPosableGrabPoint p)
```

Parameters

Type	Name	Description
HVRPosableGrabPoint	p	

GetGrabbableRelativeRotation(HVRHandSide)

Declaration

```
public Quaternion GetGrabbableRelativeRotation(HVRHandSide side)
```

Parameters

Type	Name	Description
HurricaneVR.Framework.Shared.HVRHandSide	side	

Returns

Type	Description
UnityEngine.Quaternion	

GetPosePositionOffset(HVRHandSide)

Declaration

```
public Vector3 GetPosePositionOffset(HVRHandSide side)
```

Parameters

Type	Name	Description
HurricaneVR.Framework.Shared.HVRHandSide	side	

Returns

Type	Description
UnityEngine.Vector3	

GetPoseRotationOffset(HVRHandSide)

Declaration

```
public Quaternion GetPoseRotationOffset(HVRHandSide side)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	side	

Returns

TYPE	DESCRIPTION
UnityEngine.Quaternion	

GetPoseWorldPosition(HVRHandSide)

Declaration

```
public Vector3 GetPoseWorldPosition(HVRHandSide side)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	side	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

GetPoseWorldRotation(HVRHandSide)

Declaration

```
public Quaternion GetPoseWorldRotation(HVRHandSide side)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	side	

Returns

TYPE	DESCRIPTION
UnityEngine.Quaternion	

Start()

Declaration

```
protected virtual void Start()
```

Extension Methods

`VRUtilities.GetRigidbody(MonoBehaviour)`

`VRUtilities.GetCopyOf<T>(Component, T)`

Class HVRPosableHand

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRPosableHand
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRPosableHand : MonoBehaviour
```

Fields

Axis1

Declaration

```
[FormerlySerializedAs("Forward")]
public HVRAxis Axis1
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRAxis	

Axis2

Declaration

```
[FormerlySerializedAs("Up")]
public HVRAxis Axis2
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRAxis	

HandMirrorer

Declaration

```
public HVRHandMirrorer HandMirrorer
```

Field Value

TYPE	DESCRIPTION
HVRHandMirrorer	

Index

Declaration

```
public HVRPosableFinger Index
```

Field Value

TYPE	DESCRIPTION
HVRPosableFinger	

IsLeft

Declaration

```
[Header("Settings")]
public bool IsLeft
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Middle

Declaration

```
public HVRPosableFinger Middle
```

Field Value

TYPE	DESCRIPTION
HVRPosableFinger	

MirrorAxis

Declaration

```
[Header("Mirroring")]
public MirrorAxis MirrorAxis
```

Field Value

TYPE	DESCRIPTION
MirrorAxis	

MirrorSettings

Declaration

```
public HVRHandMirrorSettings MirrorSettings
```

Field Value

TYPE	DESCRIPTION
HVRHandMirrorSettings	

Pinky

Declaration

```
public HVRPosableFinger Pinky
```

Field Value

TYPE	DESCRIPTION
HVRPosableFinger	

PoserIndex

Declaration

```
[Tooltip("Used to match up with grab points to allowed objects to have grab points that can be grabbed by different hands.")]
public int PoserIndex
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Ring

Declaration

```
public HVRPosableFinger Ring
```

Field Value

TYPE	DESCRIPTION
HVRPosableFinger	

TargetAxis1

Declaration

```
[FormerlySerializedAs("TargetAxis")]
[FormerlySerializedAs("OtherForward")]
public HVRAxis TargetAxis1
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRAxis	

TargetAxis2

Declaration

```
[FormerlySerializedAs("OtherUp")]
public HVRAxis TargetAxis2
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRAxis	

Thumb

Declaration

```
[Header("Fingers")]
public HVRPosableFinger Thumb
```

Field Value

TYPE	DESCRIPTION
HVRPosableFinger	

UseMatchRotation

Declaration

```
[Header("Hand Mirror Settings for VRIK")]
public bool UseMatchRotation
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Properties

Fingers

Declaration

```
public HVRPosableFinger[] Fingers { get; }
```

Property Value

TYPE	DESCRIPTION
HVRPosableFinger[]	

IsRight

Declaration

```
public bool IsRight { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Side

Declaration

```
public HVRHandSide Side { get; }
```

Property Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	

Methods

CopyHandData(HVRHandPoseData)

Declaration

```
public void CopyHandData(HVRHandPoseData data)
```

Parameters

Type	Name	Description
HVRHandPoseData	data	

CreateFullHandPose(MirrorAxis, Transform)

Declaration

```
public HVRHandPose CreateFullHandPose(MirrorAxis axis, Transform transformOverride = null)
```

Parameters

Type	Name	Description
MirrorAxis	axis	
UnityEngine.Transform	transformOverride	

Returns

Type	Description
HVRHandPose	

CreateFullHandPoseWorld(MirrorAxis)

Declaration

```
public HVRHandPose CreateFullHandPoseWorld(MirrorAxis axis)
```

Parameters

Type	Name	Description
MirrorAxis	axis	

Returns

Type	Description
HVRHandPose	

CreateHandPose(Transform)

Declaration

```
public HVRHandPoseData CreateHandPose(Transform transformOverride = null)
```

Parameters

Type	Name	Description
UnityEngine.Transform	transformOverride	

Returns

TYPE	DESCRIPTION
HVRHandPoseData	

DetectBoneAxes(HVRPosableHand, Vector3, Vector3)

Declaration

```
public void DetectBoneAxes(HVRPosableHand otherHand, Vector3 forward, Vector3 up)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRPosableHand	otherHand	
UnityEngine.Vector3	forward	
UnityEngine.Vector3	up	

FromByteArray(Byte[], HVRHandSide)

Declaration

```
public void FromByteArray(byte[] bytes, HVRHandSide side)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	bytes	
HurricaneVR.Framework.Shared.HVRHandSide	side	

GetSignedAxisVectorToDirection(Quaternion, Vector3)

Declaration

```
public static Vector3 GetSignedAxisVectorToDirection(Quaternion r, Vector3 direction)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Quaternion	r	
UnityEngine.Vector3	direction	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

MatchRotation(Quaternion, Vector3, Vector3, Vector3, Vector3)

Declaration

```
public static Quaternion MatchRotation(Quaternion targetRotation, Vector3 targetforwardAxis, Vector3 targetUpAxis, Vector3 forwardAxis, Vector3 upAxis)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Quaternion	targetRotation	
UnityEngine.Vector3	targetforwardAxis	
UnityEngine.Vector3	targetUpAxis	
UnityEngine.Vector3	forwardAxis	
UnityEngine.Vector3	upAxis	

Returns

TYPE	DESCRIPTION
UnityEngine.Quaternion	

Mirror(HVRPosableHand, MirrorAxis)

Declaration

```
public void Mirror(HVRPosableHand targetHand, MirrorAxis axis)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRPosableHand	targetHand	
MirrorAxis	axis	

Mirror(MirrorAxis, Transform)

Declaration

```
public HVRHandPoseData Mirror(MirrorAxis axis, Transform transformOverride = null)
```

Parameters

TYPE	NAME	DESCRIPTION
MirrorAxis	axis	
UnityEngine.Transform	transformOverride	

Returns

TYPE	DESCRIPTION
HVRHandPoseData	

MirrorHand(MirrorAxis, out Vector3, out Quaternion, Transform)

Declaration

```
public void MirrorHand(MirrorAxis axis, out Vector3 position, out Quaternion rotation, Transform transformOverride = null)
```

Parameters

TYPE	NAME	DESCRIPTION
MirrorAxis	axis	
UnityEngine.Vector3	position	
UnityEngine.Quaternion	rotation	
UnityEngine.Transform	transformOverride	

Pose(HVRHandPoseData, Boolean)

Declaration

```
public void Pose(HVRHandPoseData pose, bool poseHand = true)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandPoseData	pose	
System.Boolean	poseHand	

Pose(HVRHandPose)

Declaration

```
public void Pose(HVRHandPose pose)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandPose	pose	

PoseFinger(HVRPosableFinger, HVRPosableFingerData)

Declaration

```
public void PoseFinger(HVRPosableFinger finger, HVRPosableFingerData data)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRPosableFinger	finger	
HVRPosableFingerData	data	

PoseFinger(HVRPosableFinger, HVRPosableFinger)

Declaration

```
public void PoseFinger(HVRPosableFinger finger, HVRPosableFinger target)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRPosableFinger	finger	
HVRPosableFinger	target	

PoseFingers(HVRHandPoseData)

Declaration

```
public void PoseFingers(HVRHandPoseData pose)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandPoseData	pose	

PoseFingers(HVRHandPose)

Declaration

```
public void PoseFingers(HVRHandPose pose)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandPose	pose	

PoseFrom(HVRPosableHand, Boolean)

Declaration

```
public void PoseFrom(HVRPosableHand source, bool poseHand = true)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRPosableHand	source	
System.Boolean	poseHand	

Serialize(Byte[])

Declaration

```
public void Serialize(byte[] buffer)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	buffer	

SetupFingerArray()

Declaration

```
public void SetupFingerArray()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Enum MirrorAxis

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public enum MirrorAxis
```

Fields

NAME	DESCRIPTION
X	
Y	
Z	

Class PoserGrabPoints

Inheritance

System.Object

PoserGrabPoints

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class PoserGrabPoints
```

Fields

GrabPoints

Declaration

```
public HVRPosableGrabPoint[] GrabPoints
```

Field Value

TYPE	DESCRIPTION
HVRPosableGrabPoint[]	

Namespace HurricaneVR.Framework.Core.HandPoser.Data

Classes

[HVRHandPoseData](#)

[HVRPosableBoneData](#)

[HVRPosableFingerData](#)

Class HVRHandPoseData

Inheritance

System.Object
HVRHandPoseData

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.HandPoser.Data](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class HVRHandPoseData
```

Constructors

[HVRHandPoseData\(\)](#)

Declaration

```
public HVRHandPoseData()
```

Fields

Index

Declaration

```
public HVRPosableFingerData Index
```

Field Value

TYPE	DESCRIPTION
HVRPosableFingerData	

Middle

Declaration

```
public HVRPosableFingerData Middle
```

Field Value

TYPE	DESCRIPTION
HVRPosableFingerData	

Pinky

Declaration

```
public HVRPosableFingerData Pinky
```

Field Value

TYPE	DESCRIPTION
HVRPosableFingerData	

Position

Declaration

```
public Vector3 Position
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Ring

Declaration

```
public HVRPosableFingerData Ring
```

Field Value

TYPE	DESCRIPTION
HVRPosableFingerData	

Rotation

Declaration

```
public Quaternion Rotation
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Quaternion	

Thumb

Declaration

```
public HVRPosableFingerData Thumb
```

Field Value

TYPE	DESCRIPTION
HVRPosableFingerData	

Properties

Fingers

Declaration

```
public HVRPosableFingerData[] Fingers { get; }
```

Property Value

Type	Description
HVRPosableFingerData[]	

Methods

CopyTo(HVRHandPoseData)

Declaration

```
public void CopyTo(HVRHandPoseData data)
```

Parameters

Type	Name	Description
HVRHandPoseData	data	

DeepCopy()

Declaration

```
public HVRHandPoseData DeepCopy()
```

Returns

Type	Description
HVRHandPoseData	

FromByteArray(Byte[], HVRHandSide)

Declaration

```
public static HVRHandPoseData FromByteArray(byte[] bytes, HVRHandSide side)
```

Parameters

Type	Name	Description
System.Byte[]	bytes	
HurricaneVR.Framework.Shared.HVRHandSide	side	

Returns

Type	Description
HVRHandPoseData	

Serialize()

Declaration

```
public byte[] Serialize()
```

Returns

TYPE	DESCRIPTION
System.Byte[]	

Class HVRPosableBoneData

Inheritance

System.Object
HVRPosableBoneData

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.HandPoser.Data](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class HVRPosableBoneData
```

Fields

Position

Declaration

```
public Vector3 Position
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Rotation

Declaration

```
public Quaternion Rotation
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Quaternion	

Methods

DeepCopy()

Declaration

```
public HVRPosableBoneData DeepCopy()
```

Returns

TYPE	DESCRIPTION
HVRPosableBoneData	

Class HVRPosableFingerData

Inheritance

System.Object
HVRPosableFingerData

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.HandPoser.Data](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class HVRPosableFingerData
```

Fields

Bones

Declaration

```
public List<HVRPosableBoneData> Bones
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< HVRPosableBoneData >	

Methods

DeepCopy()

Declaration

```
public HVRPosableFingerData DeepCopy()
```

Returns

TYPE	DESCRIPTION
HVRPosableFingerData	

Namespace HurricaneVR.Framework.Core.Player

Classes

[GrabbableCollisionTracker](#)

[GrabbableStuck](#)

[HVRCamera](#)

[HVRCameraRig](#)

[HVRCanvasFade](#)

[HVRGhostHand](#)

[HVRGlobalFadeFinder](#)

[HVRHandStrengthHandler](#)

[HVRHeadCollision](#)

[HVRInvalidTeleport](#)

[HVRJointHand](#)

[HVRPhysicsHands](#)

[HVRPlayerController](#)

[HVRPlayerWaist](#)

[HVRScreenFade](#)

[HVRTeleportCollisonHandler](#)

[HVRTeleporter](#)

[HVRTeleportMarker](#)

[HVRTeleportMarkerBase](#)

[HVRTeleportOptions](#)

[TeleportPositionUpdate](#)

Enums

[AfterTeleportOptions](#)

[BeforeTeleportOptions](#)

[HVRDebugCalibrate](#)

[HVRSitStand](#)

[HVRTeleportCurve](#)

[MaxDistanceBehaviour](#)

[PlayerDirectionMode](#)

[RotationType](#)

[TeleportState](#)

Enum AfterTeleportOptions

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum AfterTeleportOptions
```

Fields

NAME	DESCRIPTION
BoundingBoxSweep	
DisableCollision	
TeleporterDefault	

Enum BeforeTeleportOptions

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum BeforeTeleportOptions
```

Fields

NAME	DESCRIPTION
DropsGrabbable	
None	
PreventsTeleport	

Class GrabbableCollisionTracker

Inheritance

System.Object
GrabbableCollisionTracker

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class GrabbableCollisionTracker
```

Constructors

GrabbableCollisionTracker(HVRGrabbable)

Declaration

```
public GrabbableCollisionTracker(HVRGrabbable g)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	g	

Fields

Bounds

Declaration

```
public Bounds Bounds
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Bounds	

Center

Declaration

```
public Vector3 Center
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Colliders

Declaration

```
public Collider[] Colliders
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Collider[]	

Frame

Declaration

```
public int Frame
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Grabbable

Declaration

```
public HVRGrabbable Grabbable
```

Field Value

TYPE	DESCRIPTION
HVRGrabbable	

StartTime

Declaration

```
public float StartTime
```

Field Value

TYPE	DESCRIPTION
System.Single	

Stuck

Declaration

```
public bool Stuck
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Properties

Rb

Declaration

```
public Rigidbody Rb { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

Class GrabbableStuck

Inheritance

System.Object
UnityEngine.Events.UnityEventBase
UnityEngine.Events.UnityEvent<HVRGrabbable>
GrabbableStuck

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.HVRGrabbable>.AddListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Core.HVRGrabbable>)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.HVRGrabbable>.RemoveListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Core.HVRGrabbable>)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.HVRGrabbable>.FindMethod_Impl(System.String, System.Object)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.HVRGrabbable>.Invoke(HurricaneVR.Framework.Core.HVRGrabbable)
UnityEngine.Events.UnityEventBase.UnityEngine.ISerializationCallbackReceiver.OnBeforeSerialize()
UnityEngine.Events.UnityEventBase.UnityEngine.ISerializationCallbackReceiver.OnAfterDeserialize()
UnityEngine.Events.UnityEventBase.GetPersistentEventCount()
UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)
UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)
UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)
UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveAllListeners()
UnityEngine.Events.UnityEventBase.Invoke(System.Object[])
UnityEngine.Events.UnityEventBase.ToString()
UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode)
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode, System.Type)
UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: HurricaneVR.Framework.Core.Player

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class GrabbableStuck : UnityEvent<HVRGrabbable>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Class HVRCamera

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRCamera
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(Camera))]  
public class HVRPlayer : MonoBehaviour
```

Properties

Camera

Declaration

```
public Camera Camera { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Camera	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRCameraRig

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRCameraRig
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRCameraRig : MonoBehaviour
```

Fields

AdjustedCameraHeight

Declaration

```
public float AdjustedCameraHeight
```

Field Value

TYPE	DESCRIPTION
System.Single	

Camera

Declaration

```
[Header("Required Transforms")]
public Transform Camera
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

CameraScale

Declaration

```
public Transform CameraScale
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

CameraYOffset

Declaration

```
[Header("Manual Camera Offsetting")]
[Tooltip("Manually modify the camera height if needed")]
public float CameraYOffset
```

Field Value

TYPE	DESCRIPTION
System.Single	

DebugCalibMode

Declaration

```
public HVRDebugCalibrate DebugCalibMode
```

Field Value

TYPE	DESCRIPTION
HVRDebugCalibrate	

DebugCalibMovedThreshold

Declaration

```
public float DebugCalibMovedThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

DebugKeyboardOffset

Declaration

```
[Header("Debugging")]
[Tooltip("If true, use up and down arrow to change YOffset to help with testing.")]
public bool DebugKeyboardOffset
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

DebugKeyboardRecalibrate

Declaration

```
public bool DebugKeyboardRecalibrate
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

EyeHeight

Declaration

```
[FormerlySerializedAs("PlayerHeight")]
[Tooltip("Height of the virtual player")]
public float EyeHeight
```

Field Value

TYPE	DESCRIPTION
System.Single	

FloorOffset

Declaration

```
public Transform FloorOffset
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

HeightKey

Declaration

```
public const string HeightKey = "SaveHVRHeight"
```

Field Value

TYPE	DESCRIPTION
System.String	

PlayerControllerYOffset

Declaration

```
[Header("For Debugging Display only")]
public float PlayerControllerYOffset
```

Field Value

TYPE	DESCRIPTION
System.Single	

SaveCalibrationHeight

Declaration

```
[Tooltip("Calibration height is saved to player prefs when height is calibrated.")]
public bool SaveCalibrationHeight
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

SitStanding

Declaration

```
[Tooltip("Sitting or standing mode")]
public HVRSitStand SitStanding
```

Field Value

Type	Description
HVRSitStand	

SittingOffset

Declaration

```
public float SittingOffset
```

Field Value

Type	Description
System.Single	

Properties

IsMine

Declaration

```
public bool IsMine { get; set; }
```

Property Value

Type	Description
System.Boolean	

Methods

Calibrate()

Declaration

```
public void Calibrate()
```

CalibrateFromSaved()

Declaration

```
protected virtual void CalibrateFromSaved()
```

CalibrateHeight(Single)

Declaration

```
public void CalibrateHeight(float height)
```

Parameters

Type	Name	Description
System.Single	height	

SetSitStandMode(HVRSitStand)

Declaration

```
public void SetSitStandMode(HVRSitStand sitStand)
```

Parameters

Type	Name	Description
HVRSSitStand	sitStand	

Start()

Declaration

```
protected virtual void Start()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRCanvasFade

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[HVRCscreenFade](#)
HVRCanvasFade

Inherited Members

[HVRCscreenFade.Speed](#)
[HVRCscreenFade.FadeInSpeed](#)
[HVRCscreenFade.FadeOutSpeed](#)
[HVRCscreenFade.FadeStart](#)
[HVRCscreenFade.FadeEnd](#)
[HVRCscreenFade.FadeLevel](#)
[HVRCscreenFade.Fade\(Single, Single\)](#)
[HVRCscreenFade.FadeRoutine\(Single, Single\)](#)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)

UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)

UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRCanvasFade : HVRScreenFade
```

Fields

CanvasGroup

Declaration

```
public CanvasGroup CanvasGroup
```

Field Value

TYPE	DESCRIPTION
UnityEngine.CanvasGroup	

Properties

CurrentFade

Declaration

```
public override float CurrentFade { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Overrides

[HVRScreenFade.CurrentFade](#)

Methods

Disable()

Declaration

```
protected override void Disable()
```

Overrides

[HVRScreenFade.Disable\(\)](#)

Enable()

Declaration

```
protected override void Enable()
```

Overrides

[HVRScreenFade.Enable\(\)](#)

UpdateFade(Single)

Declaration

```
public override void UpdateFade(float alpha)
```

Parameters

Type	Name	Description
System.Single	alpha	

Overrides

[HVRScreenFade.UpdateFade\(Single\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Enum HVRDebugCalibrate

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum HVRDebugCalibrate
```

Fields

NAME	DESCRIPTION
HMDMoved	
Immediately	
None	

Class HVRGhostHand

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGhostHand
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRGhostHand : MonoBehaviour
```

Fields

ActualHand

Declaration

```
public Transform ActualHand
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

DisplayGhostHand

Declaration

```
public bool DisplayGhostHand
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

GhostHand

Declaration

```
public Transform GhostHand
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Threshold

Declaration

```
[Tooltip("Distance to meet before showing the ghost hand.")]  
public float Threshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

Extension Methods

`VRUtilities.GetRigidbody(MonoBehaviour)`

`VRUtilities.GetCopyOf<T>(Component, T)`

Class HVRGlobalFadeFinder

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGlobalFadeFinder
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`

`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: [HurricaneVR.Framework.dll](#)

Syntax

```
public class HVRGlobalFadeFinder : MonoBehaviour
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRHandStrengthHandler

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRHandStrengthHandler
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
Namespace: [HurricaneVR.Framework.Core.Player](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRHandStrengthHandler : MonoBehaviour
```

Fields

AlwaysUpdateJoint

Declaration

```
[Tooltip("If true will update the joint every update - useful for tweaking HVRJointSettings in play mode.")]  
public bool AlwaysUpdateJoint
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

CurrentSettings

Declaration

```
[Header("Debug")]  
public HVRJointSettings CurrentSettings
```

Field Value

TYPE	DESCRIPTION
HVRJointSettings	

LogStrengthChanges

Declaration

```
public bool LogStrengthChanges
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Properties

HandGrabberOverride

Declaration

```
public HVRJointSettings HandGrabberOverride { get; }
```

Property Value

TYPE	DESCRIPTION
HVRJointSettings	

Joint

Declaration

```
public ConfigurableJoint Joint { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.ConfigurableJoint	

JointOverride

Declaration

```
public HVRJointSettings JointOverride { get; }
```

Property Value

TYPE	DESCRIPTION
HVRJointSettings	

JointSettings

Declaration

```
public HVRJointSettings JointSettings { get; }
```

Property Value

TYPE	DESCRIPTION
HVRJointSettings	

Stopped

Declaration

```
public bool Stopped { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

Awake()

Declaration

```
protected virtual void Awake()
```

FixedUpdate()

Declaration

```
protected virtual void FixedUpdate()
```

Initialize(HVRJointSettings)

Declaration

```
public void Initialize(HVRJointSettings defaultSettings)
```

Parameters

Type	Name	Description
HVRJointSettings	defaultSettings	

OverrideHandSettings(HVRJointSettings)

Declaration

```
public virtual void OverrideHandSettings(HVRJointSettings settings)
```

Parameters

Type	Name	Description
HVRJointSettings	settings	

OverrideSettings(HVRJointSettings)

Declaration

```
public virtual void OverrideSettings(HVRJointSettings settings)
```

Parameters

Type	Name	Description
HVRJointSettings	settings	

Restart()

Declaration

```
public virtual void Restart()
```

Stop()

Declaration

```
public virtual void Stop()
```

StopOverride()

Declaration

```
public virtual void StopOverride()
```

UpdateJoint()

Declaration

```
protected virtual void UpdateJoint()
```

UpdateStrength(HVRJointSettings)

Declaration

```
protected virtual void UpdateStrength(HVRJointSettings settings)
```

Parameters

Type	Name	Description
HVRJointSettings	settings	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRHeadCollision

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRHeadCollision
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
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UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
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UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
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UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Player](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRHeadCollision : MonoBehaviour
```

Fields

DistanceToMostClosePoint

Declaration

```
public float DistanceToMostClosePoint
```

Field Value

TYPE	DESCRIPTION
System.Single	

EyeRadius

Declaration

```
public float EyeRadius
```

Field Value

TYPE	DESCRIPTION
System.Single	

FadeSpeed

Declaration

```
public float FadeSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

LayerMask

Declaration

```
public LayerMask LayerMask
```

Field Value

TYPE	DESCRIPTION
UnityEngine.LayerMask	

OuterRadius

Declaration

```
public float OuterRadius
```

Field Value

TYPE	DESCRIPTION
System.Single	

RadiusOfSphereCast

Declaration

```
public float RadiusOfSphereCast
```

Field Value

TYPE	DESCRIPTION
System.Single	

RequireUserPresence

Declaration

```
public bool RequireUserPresence
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

ScreenFade

Declaration

```
public HVRScreenFade ScreenFade
```

Field Value

TYPE	DESCRIPTION
HVRScreenFade	

Properties

IsColliding

Declaration

```
public bool IsColliding { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

VRUtilities.GetCopyOf<T>(Component, T)

Class HVRInvalidTeleport

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInvalidTeleport
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
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UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
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UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`

`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRInvalidTeleport : MonoBehaviour
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRJointHand

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRJointHand
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Player](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(Rigidbody))]  
public class HVRJointHand : MonoBehaviour
```

Fields

Anchor

Declaration

```
[Header("Arm Limit")]  
public Transform Anchor
```

Field Value

Type	Description
UnityEngine.Transform	

ArmLength

Declaration

```
public float ArmLength
```

Field Value

Type	Description
System.Single	

IsReturningToController

Declaration

```
[Header("Debug")]  
public bool IsReturningToController
```

Field Value

Type	Description
System.Boolean	

JointSettings

Declaration

```
[Header("Settings")]  
public HVRJointSettings JointSettings
```

Field Value

Type	Description
HVRJointSettings	

MaxDistanceBehaviour

Declaration

```
public MaxDistanceBehaviour MaxDistanceBehaviour
```

Field Value

TYPE	DESCRIPTION
MaxDistanceBehaviour	

MaxDistanceReached

Declaration

```
[Header("Events")]
public UnityEvent MaxDistanceReached
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

MaxTargetDistance

Declaration

```
[FormerlySerializedAs("MaxDistance")]
public float MaxTargetDistance
```

Field Value

TYPE	DESCRIPTION
System.Single	

ParentRigidbody

Declaration

```
public Rigidbody ParentRigidbody
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

ReturnedToController

Declaration

```
public UnityEvent ReturnedToController
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

ReturnSpeed

Declaration

```
public float ReturnSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

SolverIterations

Declaration

```
public int SolverIterations
```

Field Value

TYPE	DESCRIPTION
System.Int32	

SolverVelocityIterations

Declaration

```
public int SolverVelocityIterations
```

Field Value

TYPE	DESCRIPTION
System.Int32	

StrengthHandler

Declaration

```
public HVRHandStrengthHandler StrengthHandler
```

Field Value

TYPE	DESCRIPTION
HVRHandStrengthHandler	

Target

Declaration

```
[Header("Components")]
[Tooltip("Target transform for position and rotation tracking")]
public Transform Target
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Teleporter

Declaration

```
public HVRTeleporter Teleporter
```

Field Value

TYPE	DESCRIPTION
HVRTeleporter	

Properties

Grabber

Declaration

```
public HVRHandGrabber Grabber { get; }
```

Property Value

TYPE	DESCRIPTION
HVRHandGrabber	

Joint

Declaration

```
public ConfigurableJoint Joint { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.ConfigurableJoint	

Rigidbody

Declaration

```
public Rigidbody Rigidbody { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

Methods

Awake()

Declaration

```
protected virtual void Awake()
```

Disable()

Declaration

```
public void Disable()
```

Enable()

Declaration

```
public void Enable()
```

FixedUpdate()

Declaration

```
protected virtual void FixedUpdate()
```

OnEnable()

Declaration

```
protected virtual void OnEnable()
```

SetupJoint()

Declaration

```
public virtual void SetupJoint()
```

Start()

Declaration

```
protected virtual void Start()
```

StopHandsRoutine()

Declaration

```
protected virtual IEnumerator StopHandsRoutine()
```

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

UpdateDistanceCheck()

Declaration

```
protected virtual void UpdateDistanceCheck()
```

UpdateTargetVelocity()

Declaration

```
public virtual void UpdateTargetVelocity()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRPhysicsHands

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRPhysicsHands
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`
`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(Rigidbody))]  
public class HVRPhysicsHands : MonoBehaviour
```

Methods

`Awake()`

Declaration

```
protected virtual void Awake()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRPlayerController

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRPlayerController
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Player](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRPlayerController : MonoBehaviour
```

Fields

Acceleration

Declaration

```
[Tooltip("Walking speed in m/s.")]  
public float Acceleration
```

Field Value

TYPE	DESCRIPTION
System.Single	

Camera

Declaration

```
[Header("Transforms")]  
public Transform Camera
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

CameraRig

Declaration

```
[Header("Components")]  
public HVRCameraRig CameraRig
```

Field Value

TYPE	DESCRIPTION
HVRCameraRig	

CanCrouch

Declaration

```
public bool CanCrouch
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

CanJump

Declaration

```
[Header("Settings")]
public bool CanJump
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

CanSprint

Declaration

```
public bool CanSprint
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

CanSteerWhileJumping

Declaration

```
public bool CanSteerWhileJumping
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

CrouchHeight

Declaration

```
[Tooltip("Player height after toggling a crouch via controller.")]
public float CrouchHeight
```

Field Value

TYPE	DESCRIPTION
System.Single	

CrouchMinHeight

Declaration

```
[Header("Crouching")]
[Tooltip("Player height must be above this to toggle crouch.")]
public float CrouchMinHeight
```

Field Value

TYPE	DESCRIPTION
System.Single	

CrouchSpeed

Declaration

```
[Tooltip("Speed at which toggle crouch moves the player up and down.")]
public float CrouchSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

Deacceleration

Declaration

```
public float Deacceleration
```

Field Value

TYPE	DESCRIPTION
System.Single	

DirectionStyle

Declaration

```
public PlayerDirectionMode DirectionStyle
```

Field Value

TYPE	DESCRIPTION
PlayerDirectionMode	

DoubleClickThreshold

Declaration

```
[Tooltip("Double click timeout for sprinting.")]
public float DoubleClickThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

FadeFromLean

Declaration

```
[Tooltip("Screen fades when leaning to far into something.")]
public bool FadeFromLean
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

FloorOffset

Declaration

```
public Transform FloorOffset
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Gravity

Declaration

```
public float Gravity
```

Field Value

TYPE	DESCRIPTION
System.Single	

GroundedDistance

Declaration

```
public float GroundedDistance
```

Field Value

TYPE	DESCRIPTION
System.Single	

GroundedLayerMask

Declaration

```
public LayerMask GroundedLayerMask
```

Field Value

TYPE	DESCRIPTION
UnityEngine.LayerMask	

HeadCollision

Declaration

```
[Header("Head Collision")]
public HVRHeadCollision HeadCollision
```

Field Value

TYPE	DESCRIPTION
HVRHeadCollision	

HeadCollisionFadeSpeed

Declaration

```
public float HeadCollisionFadeSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

HeadCollisionPushesBack

Declaration

```
[Tooltip("If true, when your head collides it returns your head to the body's position")]
public bool HeadCollisionPushesBack
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

InitialHMDAdjustment

Declaration

```
[Tooltip("If true the player will ignore the first HMD movement on detection. If the HMD is not centered the
player would move away from it's placed position to where the HMD is.")]
public bool InitialHMDAdjustment
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

InstantAcceleration

Declaration

```
[Header("Locomotion")]
public bool InstantAcceleration
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsGrounded

Declaration

```
public bool IsGrounded
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

JumpVelocity

Declaration

```
public float JumpVelocity
```

Field Value

TYPE	DESCRIPTION
System.Single	

LeftControllerTransform

Declaration

```
public Transform LeftControllerTransform
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

LeftHand

Declaration

```
public HVRHandGrabber LeftHand
```

Field Value

TYPE	DESCRIPTION
HVRHandGrabber	

LeftJointHand

Declaration

```
public HVRJointHand LeftJointHand
```

Field Value

TYPE	DESCRIPTION
HVRJointHand	

LimitHeadDistance

Declaration

```
[Tooltip("If true, limits the head distance from the body by MaxLean amount.")]  
public bool LimitHeadDistance
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

MaxFallSpeed

Declaration

```
public float MaxFallSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxLean

Declaration

```
[Tooltip("If LimitHeadDistance is true, the max distance your head can be from your body.")]
public float MaxLean
```

Field Value

TYPE	DESCRIPTION
System.Single	

MinHeight

Declaration

```
[Tooltip("Minimum Player Capsule Height.")]
public float MinHeight
```

Field Value

TYPE	DESCRIPTION
System.Single	

MouseSensitivityX

Declaration

```
public float MouseSensitivityX
```

Field Value

TYPE	DESCRIPTION
System.Single	

MouseTurning

Declaration

```
[Header("Debugging")]
public bool MouseTurning
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

MoveSpeed

Declaration

```
public float MoveSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

NeckPivot

Declaration

```
public Transform NeckPivot
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

RightControllerTransform

Declaration

```
public Transform RightControllerTransform
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

RightHand

Declaration

```
public HVRHandGrabber RightHand
```

Field Value

TYPE	DESCRIPTION
HVRHandGrabber	

RightJointHand

Declaration

```
public HVRJointHand RightJointHand
```

Field Value

TYPE	DESCRIPTION
HVRJointHand	

Root

Declaration

```
public Transform Root
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

RotateWhileTeleportAiming

Declaration

```
[Tooltip("If true you can turn the player while aiming the teleporter, false by default")]
public bool RotateWhileTeleportAiming
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

RotationType

Declaration

```
[Header("Turning")]
public RotationType RotationType
```

Field Value

TYPE	DESCRIPTION
RotationType	

RunSpeed

Declaration

```
[Tooltip("Sprinting speed in m/s.")]
public float RunSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

ScreenFader

Declaration

```
public HVRScreenFade ScreenFader
```

Field Value

TYPE	DESCRIPTION
HVRScreenFade	

SmoothTurnSpeed

Declaration

```
public float SmoothTurnSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

SmoothTurnThreshold

Declaration

```
public float SmoothTurnThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

SnapAmount

Declaration

```
public float SnapAmount
```

Field Value

TYPE	DESCRIPTION
System.Single	

SnapThreshold

Declaration

```
[Tooltip("Axis threshold to be considered valid for snap turning.")]  
public float SnapThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

SprintAcceleration

Declaration

```
public float SprintAcceleration
```

Field Value

TYPE	DESCRIPTION
System.Single	

Properties

CameraHeight

Declaration

```
public virtual float CameraHeight { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

CharacterController

Declaration

```
public CharacterController CharacterController { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.CharacterController	

Inputs

Declaration

```
public HVRPlayerInputs Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
HVRPlayerInputs	

IsClimbing

Declaration

```
public bool IsClimbing { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsCrouching

Declaration

```
public bool IsCrouching { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

MovementEnabled

Declaration

```
public bool MovementEnabled { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Neck

Declaration

```
public Transform Neck { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Transform	

PreviousPosition

Declaration

```
public Vector3 PreviousPosition { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

RigidBody

Declaration

```
public Rigidbody RigidBody { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

RotationEnabled

Declaration

```
public bool RotationEnabled { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Sprinting

Declaration

```
public bool Sprinting { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Teleporter

Declaration

```
public HVRTeleporter Teleporter { get; }
```

Property Value

TYPE	DESCRIPTION
HVRTeleporter	

Methods

AdjustHandAcceleration()

Declaration

```
protected virtual void AdjustHandAcceleration()
```

Awake()

Declaration

```
protected virtual void Awake()
```

CanRotate()

Declaration

```
protected virtual bool CanRotate()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CheckCameraMovement()

Declaration

```
protected virtual void CheckCameraMovement()
```

CheckCrouching()

Declaration

```
protected virtual void CheckCrouching()
```

CheckGrounded()

Declaration

```
protected virtual void CheckGrounded()
```

CheckLean()

Declaration

```
protected virtual void CheckLean()
```

CheckSprinting()

Declaration

```
protected virtual void CheckSprinting()
```

Crouch()

Declaration

```
protected virtual void Crouch()
```

FaceDirection(Vector3)

Declaration

```
public void FaceDirection(Vector3 forward)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	forward	

FixedUpdate()

Declaration

```
protected virtual void FixedUpdate()
```

GetMovementAxis()

Declaration

```
protected virtual Vector2 GetMovementAxis()
```

Returns

TYPE	DESCRIPTION
UnityEngine.Vector2	

GetMovementDirection(out Vector3, out Vector3)

Declaration

```
protected virtual void GetMovementDirection(out Vector3 forwards, out Vector3 right)
```

Parameters

Type	Name	Description
UnityEngine.Vector3	forwards	
UnityEngine.Vector3	right	

GetTurnAxis()

Declaration

```
protected virtual Vector2 GetTurnAxis()
```

Returns

Type	Description
UnityEngine.Vector2	

HandleClimbing()

Declaration

```
protected virtual void HandleClimbing()
```

HandleHMDMovement()

Declaration

```
protected virtual void HandleHMDMovement()
```

HandleHorizontalMovement()

Declaration

```
protected virtual void HandleHorizontalMovement()
```

HandleMovement()

Declaration

```
protected virtual void HandleMovement()
```

HandleRotation()

Declaration

```
protected virtual void HandleRotation()
```

HandleSmoothRotation()

Declaration

```
protected virtual void HandleSmoothRotation()
```

HandleSnapRotation()

Declaration

```
protected virtual void HandleSnapRotation()
```

HandleVerticalMovement()

Declaration

```
protected virtual void HandleVerticalMovement()
```

HandleMouseRotation()

Declaration

```
protected virtual void HandleMouseRotation()
```

IgnoreCollision(IEnumerable<Collider>)

Declaration

```
public virtual void IgnoreCollision(IEnumerable<Collider> colliders)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.IEnumerable<UnityEngine.Collider>	colliders	

RemoveMultiplayerComponents()

Removes components not necessary on other players rigs

Declaration

```
public void RemoveMultiplayerComponents()
```

Reset()

Declaration

```
public virtual void Reset()
```

SetSmoothTurnSpeed(Single)

Declaration

```
public void SetSmoothTurnSpeed(float speed)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	speed	

SetSnapAmount(Single)

Declaration

```
public void SetSnapAmount(float snapAmount)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	snapAmount	

SetTurnType(RotationType)

Declaration

```
public void SetTurnType(RotationType rotationType)
```

Parameters

TYPE	NAME	DESCRIPTION
RotationType	rotationType	

Start()

Declaration

```
protected virtual void Start()
```

StopCrouching()

Declaration

```
protected virtual void StopCrouching()
```

Update()

Declaration

```
protected virtual void Update()
```

UpdateHeight()

Declaration

```
protected virtual void UpdateHeight()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRPlayerWaist

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRPlayerWaist
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Player](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRPlayerWaist : MonoBehaviour
```

Fields

Camera

Declaration

```
public Transform Camera
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

CameraAngleThreshold

Declaration

```
[Tooltip("If your eyes are greater than this angle then the waist will not immediately snap with your camera rotation")]
public float CameraAngleThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

CameraOffset

Declaration

```
[Header("Settings")]
[Tooltip("The waist will be position this much lower than the camera.")]
public float CameraOffset
```

Field Value

TYPE	DESCRIPTION
System.Single	

PlayerController

Declaration

```
[Header("Required Transforms")]
public Transform PlayerController
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

WaistAngleThreshold

Declaration

```
[Tooltip("If the delta between the camera forward and waist forward is greater than this, the waist will rotate at WaistSpeed")]
public float WaistAngleThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

WaistSpeed

Declaration

```
[Tooltip("Speed of the waist catchup when too far from the camera gaze")]
public float WaistSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

Methods

FollowPlayer()

Declaration

```
public void FollowPlayer()
```

Update()

Declaration

```
public void Update()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRScreenFade

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRScreenFade
HVRCanvasFade
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
```

UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)

System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public abstract class HVRScreenFade : MonoBehaviour
```

Fields

FadeEnd

Declaration

```
public UnityEvent FadeEnd
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

FadeInSpeed

Declaration

```
public float FadeInSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

FadeOutSpeed

Declaration

```
public float FadeOutSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

FadeStart

Declaration

```
public UnityEvent FadeStart
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Speed

Declaration

```
public float Speed
```

Field Value

TYPE	DESCRIPTION
System.Single	

Properties

CurrentFade

Declaration

```
public abstract float CurrentFade { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

FadeLevel

Declaration

```
public float FadeLevel { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Methods

Disable()

Declaration

```
protected abstract void Disable()
```

Enable()

Declaration

```
protected abstract void Enable()
```

Fade(Single, Single)

Declaration

```
public void Fade(float fade, float speed)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	fade	

TYPE	NAME	DESCRIPTION
System.Single	speed	

FadeRoutine(Single, Single)

Declaration

```
protected virtual IEnumerator FadeRoutine(float fadeLevel, float speed)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	fadeLevel	
System.Single	speed	

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

UpdateFade(Single)

Declaration

```
public abstract void UpdateFade(float alpha)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	alpha	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Enum HVRSitStand

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum HVRSitStand
```

Fields

NAME	DESCRIPTION
PlayerHeight	
Sitting	
Standing	

Class HVRTeleportCollisionHandler

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRTeleportCollisionHandler
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Player](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(HVRTeleporter))]  
public class HVRTeleportCollisionHandler : MonoBehaviour
```

Fields

AfterTeleportOption

Declaration

```
public AfterTeleportOptions AfterTeleportOption
```

Field Value

TYPE	DESCRIPTION
AfterTeleportOptions	

GrabbableStuck

Declaration

```
[Header("Events")]  
public GrabbableStuck GrabbableStuck
```

Field Value

TYPE	DESCRIPTION
GrabbableStuck	

GrabbableUnstuck

Declaration

```
public GrabbableStuck GrabbableUnstuck
```

Field Value

TYPE	DESCRIPTION
GrabbableStuck	

LayerMask

Declaration

```
public LayerMask LayerMask
```

Field Value

TYPE	DESCRIPTION
UnityEngine.LayerMask	

LeftHand

Declaration

```
public HVRHandGrabber LeftHand
```

Field Value

TYPE	DESCRIPTION
HVRHandGrabber	

LeftJointHand

Declaration

```
public HVRJointHand LeftJointHand
```

Field Value

TYPE	DESCRIPTION
HVRJointHand	

LeftTrackers

Declaration

```
public List<GrabbableCollisionTracker> LeftTrackers
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< GrabbableCollisionTracker >	

ResetTarget

Declaration

```
[Header("Required Objects")]
[Tooltip("After teleporting, the hand will start at this position and sweep towards the final hand
destination")]
public Transform ResetTarget
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

RightHand

Declaration

```
public HVRHandGrabber RightHand
```

Field Value

TYPE	DESCRIPTION
HVRHandGrabber	

RightJointHand

Declaration

```
public HVRJointHand RightJointHand
```

Field Value

TYPE	DESCRIPTION
HVRJointHand	

RightTrackers

Declaration

```
public List<GrabbableCollisionTracker> RightTrackers
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< GrabbableCollisionTracker >	

StuckTime

Declaration

```
[Tooltip("Time required after teleporting to invoke stuck / unstuck events")]
public float StuckTime
```

Field Value

TYPE	DESCRIPTION
System.Single	

Methods

AfterFixedUpdate()

Declaration

```
protected virtual IEnumerator AfterFixedUpdate()
```

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

AfterTeleport()

Declaration

```
public virtual void AfterTeleport()
```

BeforeTeleport(Vector3)

Declaration

```
public virtual void BeforeTeleport(Vector3 position)
```

Parameters

Type	Name	Description
UnityEngine.Vector3	position	

FixedUpdate()

Declaration

```
protected virtual void FixedUpdate()
```

Start()

Declaration

```
protected virtual void Start()
```

SweepHand(HVRHandGrabber)

Declaration

```
public virtual bool SweepHand(HVRHandGrabber hand)
```

Parameters

Type	Name	Description
HVRHandGrabber	hand	

Returns

Type	Description
System.Boolean	

SweepHand(HVRHandGrabber, HVRGrabbable)

Declaration

```
public virtual bool SweepHand(HVRHandGrabber hand, HVRGrabbable g)
```

Parameters

Type	Name	Description
HVRHandGrabber	hand	
HVRGrabbable	g	

Returns

Type	Description
System.Boolean	

SweepHand(HVRHandGrabber, HVRGrabbable, Vector3)

Declaration

```
public virtual bool SweepHand(HVRHandGrabber hand, HVRGrabbable g, Vector3 direction)
```

Parameters

Type	Name	Description
HVRHandGrabber	hand	
HVRGrabbable	g	
UnityEngine.Vector3	direction	

Returns

Type	Description
System.Boolean	

SweepHandAndGrabbable(HVRHandGrabber, HVRGrabbable, HVRTeleportOptions, Vector3, Vector3)

Declaration

```
public virtual void SweepHandAndGrabbable(HVRHandGrabber hand, HVRGrabbable grabbable, HVRTeleportOptions options, Vector3 grabbableOffset, Vector3 direction)
```

Parameters

Type	Name	Description
HVRHandGrabber	hand	
HVRGrabbable	grabbable	
HVRTeleportOptions	options	
UnityEngine.Vector3	grabbableOffset	
UnityEngine.Vector3	direction	

TeleportUpdate(Vector3)

Declaration

```
public virtual void TeleportUpdate(Vector3 position)
```

Parameters

Type	Name	Description
UnityEngine.Vector3	position	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Enum HVRTeleportCurve

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum HVRTeleportCurve
```

Fields

NAME	DESCRIPTION
Ballistic	
Bezier	

Class HVRTeleporter

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRTeleporter
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Player](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRTeleporter : MonoBehaviour
```

Fields

_dummyInvalid

Declaration

```
protected HVRInvalidTeleport _dummyInvalid
```

Field Value

TYPE	DESCRIPTION
HVRInvalidTeleport	

_previousPlayerRotation

Declaration

```
protected Quaternion _previousPlayerRotation
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Quaternion	

_timeSinceLastRotation

Declaration

```
protected float _timeSinceLastRotation
```

Field Value

TYPE	DESCRIPTION
System.Single	

AfterTeleport

Declaration

```
public UnityEvent AfterTeleport
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

BeforeTeleport

Declaration

```
public TeleportPositionUpdate BeforeTeleport
```

Field Value

TYPE	DESCRIPTION
TeleportPositionUpdate	

BezierAngleOffset

Declaration

```
[Header("Bezier Settings")]
public float BezierAngleOffset
```

Field Value

TYPE	DESCRIPTION
System.Single	

BezierAngleOffsetCurve

Declaration

```
public AnimationCurve BezierAngleOffsetCurve
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AnimationCurve	

Camera

Declaration

```
[Header("Transforms / Components")]
public Transform Camera
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Capsule

Declaration

```
[Header("Capsule Collider Override")]
public CapsuleCollider Capsule
```

Field Value

TYPE	DESCRIPTION
UnityEngine.CapsuleCollider	

CheckDropDistance

Declaration

```
[Header("Destination Validation")]
[Tooltip("If true the fall distance from the bottom of the capsule cannot exceed MaxDropDistance")]
public bool CheckDropDistance
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

CheckJumpDistance

Declaration

```
public bool CheckJumpDistance
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

CollisionBuffer

Declaration

```
[Tooltip("The hit point is backed from the point of collision by this distance to provide a visual buffer")]
public float CollisionBuffer
```

Field Value

TYPE	DESCRIPTION
System.Single	

CurveType

Declaration

```
[Header("Teleport Curve")]
public HVRTeleportCurve CurveType
```

Field Value

TYPE	DESCRIPTION
HVRTeleportCurve	

Dash

Declaration

```
[Header("Dash Teleport")]
public bool Dash
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

DashSpeed

Declaration

```
public float DashSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

DestinationHeight

Declaration

```
[Tooltip("How high above the destination the line of sight check will be performed")]
public float DestinationHeight
```

Field Value

TYPE	DESCRIPTION
System.Single	

DestinationIgnoreLayerMask

Declaration

```
public LayerMask DestinationIgnoreLayerMask
```

Field Value

TYPE	DESCRIPTION
UnityEngine.LayerMask	

DestinationIntervals

Declaration

```
[Tooltip("How many ray casts above the teleport point will be used to determine destination line of sight")]
public int DestinationIntervals
```

Field Value

TYPE	DESCRIPTION
System.Int32	

DisableMarkerWhenInvalid

Declaration

```
public bool DisableMarkerWhenInvalid
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

DownHitNormal

Declaration

```
[Header("Debugging")]
public Vector3 DownHitNormal
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

DownLineMaxLength

Declaration

```
public float DownLineMaxLength
```

Field Value

TYPE	DESCRIPTION
System.Single	

DownLineMinLength

Declaration

```
public float DownLineMinLength
```

Field Value

TYPE	DESCRIPTION
System.Single	

DownRayIgnoreMask

Declaration

```
[Tooltip("Layers to ignore along the downwards ray cast")]
public LayerMask DownRayIgnoreMask
```

Field Value

TYPE	DESCRIPTION
UnityEngine.LayerMask	

DownRayLength

Declaration

```
[Header("Downward Ray cast")]
[Tooltip("Max length of the downwards ray cast")]
public float DownRayLength
```

Field Value

TYPE	DESCRIPTION
System.Single	

DownRenderer

Declaration

```
public LineRenderer DownRenderer
```

Field Value

TYPE	DESCRIPTION
UnityEngine.LineRenderer	

InvalidColor

Declaration

```
public Color InvalidColor
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Color	

IsDestinationInLineOfSight

Declaration

```
public bool IsDestinationInLineOfSight
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsDropDistanceValid

Declaration

```
public bool IsDropDistanceValid
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsJumpDistanceValid

Declaration

```
public bool IsJumpDistanceValid
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsOnlyDropDistanceInvalid

Declaration

```
public bool IsOnlyDropDistanceInvalid
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsOriginInLineOfSight

Declaration

```
public bool IsOriginInLineOfSight
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsSurfaceAngleValid

Declaration

```
public bool IsSurfaceAngleValid
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LayerMask

Declaration

```
[Tooltip("Teleport curve layer mask")]
public LayerMask LayerMask
```

Field Value

TYPE	DESCRIPTION
UnityEngine.LayerMask	

LayerMaskTriggerInteraction

Declaration

```
[Tooltip("Trigger setting for ray cast")]
public QueryTriggerInteraction LayerMaskTriggerInteraction
```

Field Value

TYPE	DESCRIPTION
UnityEngine.QueryTriggerInteraction	

LeftHand

Declaration

```
public HVRHandGrabber LeftHand
```

Field Value

TYPE	DESCRIPTION
HVRHandGrabber	

LineRenderer

Declaration

```
public LineRenderer LineRenderer
```

Field Value

TYPE	DESCRIPTION
UnityEngine.LineRenderer	

LineSegments

Declaration

```
public int LineSegments
```

Field Value

TYPE	DESCRIPTION
System.Int32	

MaxAngle

Declaration

```
[Range(90F, 179F)]
public float MaxAngle
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxDropDistance

Declaration

```
[Tooltip("Max fall distance that is calculated from the bottom of the provided Capsule Collider or
CharacterController")]
public float MaxDropDistance
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxJumpDistance

Declaration

```
public float MaxJumpDistance
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxSurfaceAngle

Declaration

```
[Tooltip("Max angle allowed to teleport onto")]
[Range(0F, 90F)]
public float MaxSurfaceAngle
```

Field Value

TYPE	DESCRIPTION
System.Single	

OriginIgnoreLayerMask

Declaration

```
[Tooltip("Layers ignored when checking line of sight to the teleport origin")]
public LayerMask OriginIgnoreLayerMask
```

Field Value

TYPE	DESCRIPTION
UnityEngine.LayerMask	

Player

Declaration

```
public HVRPlayerController Player
```

Field Value

TYPE	DESCRIPTION
HVRPlayerController	

PlayerClimbingCheck

Declaration

```
[Tooltip("If the player is climbing, should teleport be disabled.")]
public bool PlayerClimbingCheck
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

PlayerFitIgnoreLayerMask

Declaration

```
[Tooltip("Ignored layers when checking if the player fits in the target destination")]
public LayerMask PlayerFitIgnoreLayerMask
```

Field Value

TYPE	DESCRIPTION
UnityEngine.LayerMask	

PlayerGroundedCheck

Declaration

```
[Tooltip("If the player is not grounded, should teleport be disabled.")]
public bool PlayerGroundedCheck
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

PlayerRotateCheck

Declaration

```
[Header("Teleport Disable Checks")]
[Tooltip("Should player rotation disable teleport aiming?")]
public bool PlayerRotateCheck
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

PositionUpdate

Declaration

```
public TeleportPositionUpdate PositionUpdate
```

Field Value

TYPE	DESCRIPTION
TeleportPositionUpdate	

RequireDestinationLineOfSight

Declaration

```
[Header("Destination Line Of Sight")]
[Tooltip("If true line of sight from the camera to the teleport destination is required")]
public bool RequireDestinationLineOfSight
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

RequireOriginLineOfSight

Declaration

```
[Header("Origin Line Of Sight")]
[Tooltip("If true line of sight from the camera to the origin of the teleport line is required")]
public bool RequireOriginLineOfSight
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

RightHand

Declaration

```
public HVRHandGrabber RightHand
```

Field Value

TYPE	DESCRIPTION
HVRHandGrabber	

RotationTeleportThreshold

Declaration

```
[Tooltip("If turning how long of a timeout to wait before allowing joystick teleporting to prevent accidental teleporting when turning with the same joystick")]
public float RotationTeleportThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

Speed

Declaration

```
[Header("Ballistic Settings")]
public float Speed
```

Field Value

TYPE	DESCRIPTION
System.Single	

SurfaceAngle

Declaration

```
public float SurfaceAngle
```

Field Value

TYPE	DESCRIPTION
System.Single	

TeleportableLayers

Declaration

```
[Tooltip("Layers of the ray hit object that the player can stand on")]
public LayerMask TeleportableLayers
```

Field Value

TYPE	DESCRIPTION
UnityEngine.LayerMask	

TeleportDistance

Declaration

```
public float TeleportDistance
```

Field Value

TYPE	DESCRIPTION
System.Single	

TeleportLineSourceLeft

Declaration

```
public Transform TeleportLineSourceLeft
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

TeleportLineSourceRight

Declaration

```
public Transform TeleportLineSourceRight
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

TeleportMarker

Declaration

```
public HVRTeleportMarkerBase TeleportMarker
```

Field Value

TYPE	DESCRIPTION
HVRTeleportMarkerBase	

TeleportState

Declaration

```
public TeleportState TeleportState
```

Field Value

TYPE	DESCRIPTION
TeleportState	

TimeStep

Declaration

```
public float TimeStep
```

Field Value

TYPE	DESCRIPTION
System.Single	

ValidColor

Declaration

```
[Header("Visuals")]
public Color ValidColor
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Color	

Properties

CanTeleport

Declaration

```
public bool CanTeleport { get; protected set; }
```

Property Value

Type	Description
System.Boolean	

CapsuleBottom

Declaration

```
public Vector3 CapsuleBottom { get; }
```

Property Value

Type	Description
UnityEngine.Vector3	

CharacterController

Declaration

```
public CharacterController CharacterController { get; }
```

Property Value

Type	Description
UnityEngine.CharacterController	

Color

Declaration

```
public Color Color { get; }
```

Property Value

Type	Description
UnityEngine.Color	

DownHitCollider

The last collider hit by the downward raycast

Declaration

```
protected Collider DownHitCollider { get; set; }
```

Property Value

Type	Description
UnityEngine.Collider	

FeetPosition

Declaration

```
protected virtual Vector3 FeetPosition { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Forward

Declaration

```
public Vector3 Forward { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

HandPrevents

Declaration

```
protected virtual bool HandPrevents { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

HitCollider

The last collider hit by the forward raycast

Declaration

```
protected Collider HitCollider { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Collider	

HitPosition

World position where the teleport line collided

Declaration

```
public Vector3 HitPosition { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

IsAiming

Declaration

```
public bool IsAiming { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsRaycastValid

Did the forward raycast find a valid teleportable location

Declaration

```
public bool IsRaycastValid { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsTeleporting

Declaration

```
public bool IsTeleporting { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsTeleportPreviouslyValid

Declaration

```
public bool IsTeleportPreviouslyValid { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsTeleportValid

Declaration

```
public bool IsTeleportValid { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

LastDownwardPoint

Last world position hit by the downward raycast

Declaration

```
public Vector3 LastDownwardPoint { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

LastIndex

Last index of the curve array before the ray cast hit something.

Declaration

```
public int LastIndex { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

LastPoint

The last raycast origin

Declaration

```
public Vector3 LastPoint { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

LastValidDownwardPoint

Last valid world position hit by the downward raycast

Declaration

```
public Vector3 LastValidDownwardPoint { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

LastValidIndex

Last index of the curve array that produced a valid destination for the player to land

Declaration

```
public int LastValidIndex { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

LastValidPoint

The last valid raycast origin

Declaration

```
public Vector3 LastValidPoint { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

LeftHandPrevents

Declaration

```
protected virtual bool LeftHandPrevents { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

LineRendererPoints

Declaration

```
protected Vector3[] LineRendererPoints { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3[]	

Origin

Declaration

```
public Vector3 Origin { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

PlayerInputs

Declaration

```
public HVRPlayerInputs PlayerInputs { get; }
```

Property Value

TYPE	DESCRIPTION
HVRPlayerInputs	

PreviousAiming

Declaration

```
protected bool PreviousAiming { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

RightHandPrevents

Declaration

```
protected virtual bool RightHandPrevents { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

SurfaceNormal

Normal of the plane hit by the valid raycast.

Declaration

```
public Vector3 SurfaceNormal { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

TeleportDestination

The world position of the valid teleport destination

Declaration

```
public Vector3 TeleportDestination { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

TeleportHand

Declaration

```
public virtual HVRHandSide TeleportHand { get; }
```

Property Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	

TeleportLineSource

Declaration

```
public Transform TeleportLineSource { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Methods

AfterRaycast()

Declaration

```
protected virtual void AfterRaycast()
```

Awake()

Declaration

```
protected virtual void Awake()
```

BeforeRaycast()

Declaration

```
protected virtual void BeforeRaycast()
```

CalculateCurve(Vector3[])

Declaration

```
protected virtual void CalculateCurve(Vector3[] points)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3[]	points	

CheckCanReachDestination(Vector3)

Declaration

```
protected virtual bool CheckCanReachDestination(Vector3 destination)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	destination	

Returns

TYPE	DESCRIPTION
System.Boolean	

CheckCanTeleport()

Declaration

```
protected virtual bool CheckCanTeleport()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CheckCapsuleFits(Vector3)

Declaration

```
protected virtual bool CheckCapsuleFits(Vector3 destination)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	destination	

Returns

TYPE	DESCRIPTION
System.Boolean	

CheckDestinationAllowed(GameObject, Vector3)

Declaration

```
protected virtual bool CheckDestinationAllowed(GameObject hitObject, Vector3 destination)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.GameObject	hitObject	
UnityEngine.Vector3	destination	

Returns

TYPE	DESCRIPTION
System.Boolean	

CheckDestinationLineOfSight(Vector3)

Declaration

```
protected virtual bool CheckDestinationLineOfSight(Vector3 destination)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	destination	

Returns

TYPE	DESCRIPTION
System.Boolean	

CheckFallDistance(Vector3)

Declaration

```
protected virtual bool CheckFallDistance(Vector3 destination)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	destination	

Returns

TYPE	DESCRIPTION
System.Boolean	

CheckOriginLineOfSight()

Declaration

```
protected virtual bool CheckOriginLineOfSight()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CheckPlayerFits(Vector3)

Declaration

```
protected virtual bool CheckPlayerFits(Vector3 destination)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	destination	

Returns

TYPE	DESCRIPTION
System.Boolean	

CheckPlayerRotation()

Declaration

```
protected virtual void CheckPlayerRotation()
```

CheckSurfaceAngle(Vector3)

Declaration

```
protected virtual bool CheckSurfaceAngle(Vector3 normal)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	normal	

Returns

TYPE	DESCRIPTION
System.Boolean	

CheckTeleport()

Declaration

```
protected virtual void CheckTeleport()
```

CheckValidDestination(GameObject, Vector3, Vector3)

Declaration

```
protected virtual bool CheckValidDestination(GameObject hitObject, Vector3 destination, Vector3 surfaceNormal)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.GameObject	hitObject	
UnityEngine.Vector3	destination	
UnityEngine.Vector3	surfaceNormal	

Returns

TYPE	DESCRIPTION
System.Boolean	

CheckValidTeleportChanged(Boolean)

Declaration

```
protected virtual void CheckValidTeleportChanged(bool previousValid)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	previousValid	

CheckVerticalDistance(Vector3)

Declaration

```
protected virtual bool CheckVerticalDistance(Vector3 destination)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	destination	

Returns

TYPE	DESCRIPTION
System.Boolean	

Disable()

Declaration

```
public virtual void Disable()
```

Enable()

Declaration

```
public virtual void Enable()
```

EnabledCheck()

Declaration

```
protected virtual void EnabledCheck()
```

FixedUpdate()

Declaration

```
protected virtual void FixedUpdate()
```

GenerateBallisticCurve(Vector3[])

Declaration

```
protected virtual void GenerateBallisticCurve(Vector3[] points)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3[]	points	

GenerateBezierCurve(Vector3, Vector3, Vector3, Vector3[])

Declaration

```
protected virtual void GenerateBezierCurve(Vector3 p0, Vector3 p1, Vector3 p2, Vector3[] points)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	p0	
UnityEngine.Vector3	p1	
UnityEngine.Vector3	p2	
UnityEngine.Vector3[]	points	

GenerateBezierCurve(Vector3[])

Declaration

```
protected virtual void GenerateBezierCurve(Vector3[] points)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3[]	points	

GetCapsuleData(out Vector3, out Vector3, out Single)

Declaration

```
protected virtual void GetCapsuleData(out Vector3 p1, out Vector3 p2, out float radius)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	p1	
UnityEngine.Vector3	p2	
System.Single	radius	

GetCollisionMask()

Declaration

```
protected virtual LayerMask GetCollisionMask()
```

Returns

TYPE	DESCRIPTION
UnityEngine.LayerMask	

GetHorizontalPoint(Vector3)

Declaration

```
protected virtual Vector3 GetHorizontalPoint(Vector3 direction)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	direction	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

GetTeleportDirection(out Single)

Declaration

```
protected virtual Vector3 GetTeleportDirection(out float angle)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	angle	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

HandleValidStatus(Boolean)

Declaration

```
protected virtual void HandleValidStatus(bool valid)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	valid	

IsTeleportActivated()

Declaration

```
protected virtual bool IsTeleportActivated()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

IsTeleportDeactivated()

Declaration

```
protected virtual bool IsTeleportDeactivated()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

LeftHandGrabbed(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected virtual void LeftHandGrabbed(HVRGrabberBase arg0, HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	arg0	
HVRGrabbable	grabbable	

LeftHandReleased(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected virtual void LeftHandReleased(HVRGrabberBase arg0, HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	arg0	
HVRGrabbable	grabbable	

OnAfterDashTeleport()

Declaration

```
protected virtual void OnAfterDashTeleport()
```

OnAfterTeleport()

Declaration

```
protected virtual void OnAfterTeleport()
```

OnBeforeDashTeleport()

Declaration

```
protected virtual void OnBeforeDashTeleport()
```

OnBeforeTeleport()

Declaration

```
protected virtual void OnBeforeTeleport()
```

OnTeleportActivated()

Declaration

```
protected virtual void OnTeleportActivated()
```

OnTeleportDeactivated()

Declaration

```
protected virtual void OnTeleportDeactivated()
```

OnValidTeleport()

Declaration

```
protected virtual void OnValidTeleport()
```

OnValidTeleportChanged(Boolean)

Declaration

```
public virtual void OnValidTeleportChanged(bool isTeleportValid)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isTeleportValid	

ProjectDownwardRay(Vector3, out RaycastHit, Single)

Declaration

```
protected virtual bool ProjectDownwardRay(Vector3 origin, out RaycastHit hit, float length)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	origin	
UnityEngine.RaycastHit	hit	
System.Single	length	

Returns

TYPE	DESCRIPTION
System.Boolean	

ProjectForwardRay(Vector3, Vector3, out RaycastHit)

Declaration

```
protected virtual bool ProjectForwardRay(Vector3 origin, Vector3 target, out RaycastHit hit)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	origin	

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	target	
UnityEngine.RaycastHit	hit	

Returns

TYPE	DESCRIPTION
System.Boolean	

Raycast()

Declaration

```
protected virtual void Raycast()
```

RightHandGrabbed(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected virtual void RightHandGrabbed(HVRGrabberBase arg0, HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	arg0	
HVRGrabbable	grabbable	

RightHandReleased(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected virtual void RightHandReleased(HVRGrabberBase arg0, HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	arg0	
HVRGrabbable	grabbable	

Start()

Declaration

```
protected virtual void Start()
```

Teleport(Vector3)

Declaration

```
public virtual bool Teleport(Vector3 position)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	position	

Returns

TYPE	DESCRIPTION
System.Boolean	

Teleport(Vector3, Vector3)

Declaration

```
public virtual void Teleport(Vector3 position, Vector3 direction)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	position	
UnityEngine.Vector3	direction	

ToggleGraphics(Boolean)

Declaration

```
protected virtual void ToggleGraphics(bool toggle)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	toggle	

Update()

Declaration

```
protected virtual void Update()
```

UpdateDashTeleport()

Declaration

```
protected virtual void UpdateDashTeleport()
```

UpdateDownRenderer(Vector3, Vector3, Boolean)

Declaration

```
protected virtual void UpdateDownRenderer(Vector3 origin, Vector3 targetPoint, bool forwardLineValid)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	origin	

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	targetPoint	
System.Boolean	forwardLineValid	

UpdateLineRenderer(Vector3, Int32, Boolean)

Declaration

```
protected virtual void UpdateLineRenderer(Vector3 hitPoint, int lastValidIndex, bool lineValid)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	hitPoint	
System.Int32	lastValidIndex	
System.Boolean	lineValid	

UpdateMarkerPosition()

Declaration

```
protected virtual void UpdateMarkerPosition()
```

UpdatePlayerPosition(Vector3)

Declaration

```
protected virtual void UpdatePlayerPosition(Vector3 position)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	position	

UpdateTeleport()

Declaration

```
protected virtual void UpdateTeleport()
```

UpdateTeleportMarker(Boolean)

Declaration

```
protected virtual void UpdateTeleportMarker(bool isTeleportValid)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isTeleportValid	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

VRUtilities.GetCopyOf<T>(Component, T)

Class HVRTeleportMarker

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRTeleportMarkerBase
HVRTeleportMarker
```

Inherited Members

```
HVRTeleportMarkerBase.IsTeleportValid
HVRTeleportMarkerBase.ForceChanged
HVRTeleportMarkerBase.Activated
HVRTeleportMarkerBase.Deactivated
HVRTeleportMarkerBase.Teleporter
HVRTeleportMarkerBase.Activate()
HVRTeleportMarkerBase.Deactivate()
HVRTeleportMarkerBase.UpdateState(Boolean)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
```

UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)

UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRTeleportMarker : HVRTeleportMarkerBase
```

Fields

Arrow

Declaration

```
public GameObject Arrow
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

Cylinder

Declaration

```
public GameObject Cylinder
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

InvalidColor

Declaration

```
public Color InvalidColor
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Color	

Ring

Declaration

```
public GameObject Ring
```

Field Value

Type	Description
UnityEngine.GameObject	

UseTeleporterColors

Declaration

```
public bool UseTeleporterColors
```

Field Value

Type	Description
System.Boolean	

ValidColor

Declaration

```
public Color ValidColor
```

Field Value

Type	Description
UnityEngine.Color	

Properties

Color

Declaration

```
public Color Color { get; }
```

Property Value

Type	Description
UnityEngine.Color	

Methods

Awake()

Declaration

```
public override void Awake()
```

Overrides

[HVRTeleportMarkerBase.Awake\(\)](#)

OnActivated()

Declaration

```
protected override void OnActivated()
```

Overrides

[HVRTeleportMarkerBase.OnActivated\(\)](#)

OnDeactivated()

Declaration

```
protected override void OnDeactivated()
```

Overrides

[HVRTeleportMarkerBase.OnDeactivated\(\)](#)

OnValidTeleportChanged(Boolean)

Declaration

```
public override void OnValidTeleportChanged(bool isTeleportValid)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isTeleportValid	

Overrides

[HVRTeleportMarkerBase.OnValidTeleportChanged\(Boolean\)](#)

UpdateMaterials()

Declaration

```
protected virtual void UpdateMaterials()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRTeleportMarkerBase

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRTeleportMarkerBase
HVRTeleportMarker
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
```

UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)

System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public abstract class HVRTeleportMarkerBase : MonoBehaviour
```

Fields

ForceChanged

Declaration

```
protected bool ForceChanged
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Properties

Activated

Declaration

```
public bool Activated { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Deactivated

Declaration

```
public bool Deactivated { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsTeleportValid

Declaration

```
public bool IsTeleportValid { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Teleporter

Declaration

```
public HVRTeleporter Teleporter { get; }
```

Property Value

TYPE	DESCRIPTION
HVRTeleporter	

Methods

Activate()

Declaration

```
public void Activate()
```

Awake()

Declaration

```
public virtual void Awake()
```

Deactivate()

Declaration

```
public void Deactivate()
```

OnActivated()

Declaration

```
protected abstract void OnActivated()
```

OnDeactivated()

Declaration

```
protected abstract void OnDeactivated()
```

OnValidTeleportChanged(Boolean)

Declaration

```
public virtual void OnValidTeleportChanged(bool isTeleportValid)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isTeleportValid	

UpdateState(Boolean)

Declaration

```
public virtual void UpdateState(bool isTeleportValid)
```

Parameters

Type	Name	Description
System.Boolean	isTeleportValid	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRTeleportOptions

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRTeleportOptions
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRTeleportOptions : MonoBehaviour
```

Fields

AfterTeleportOption

Declaration

```
public AfterTeleportOptions AfterTeleportOption
```

Field Value

TYPE	DESCRIPTION
AfterTeleportOptions	

BeforeTeleportOption

Declaration

```
public BeforeTeleportOptions BeforeTeleportOption
```

Field Value

TYPE	DESCRIPTION
BeforeTeleportOptions	

CustomBoundingBox

Declaration

```
public BoxCollider CustomBoundingBox
```

Field Value

TYPE	DESCRIPTION
UnityEngine.BoxCollider	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Enum MaxDistanceBehaviour

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum MaxDistanceBehaviour
```

Fields

NAME	DESCRIPTION
GrabbableDrops	
GrabbablePrevents	
HandSweep	

Enum PlayerDirectionMode

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum PlayerDirectionMode
```

Fields

NAME	DESCRIPTION
Camera	
LeftController	
RightController	

Enum RotationType

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum RotationType
```

Fields

NAME	DESCRIPTION
Smooth	
Snap	

Class TeleportPositionUpdate

Inheritance

System.Object
UnityEngine.Events.UnityEventBase
UnityEngine.Events.UnityEvent<UnityEngine.Vector3>
TeleportPositionUpdate

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<UnityEngine.Vector3>.AddListener(UnityEngine.Events.UnityAction<UnityEngine.Vector3>)
UnityEngine.Events.UnityEvent<UnityEngine.Vector3>.RemoveListener(UnityEngine.Events.UnityAction<UnityEngine.Vector3>)
UnityEngine.Events.UnityEvent<UnityEngine.Vector3>.FindMethod_Impl(System.String, System.Object)
UnityEngine.Events.UnityEvent<UnityEngine.Vector3>.Invoke(UnityEngine.Vector3)
UnityEngine.Events.UnityEventBase.UnityEventBase.ISerializationCallbackReceiver.OnBeforeSerialize()
UnityEngine.Events.UnityEventBase.UnityEventBase.ISerializationCallbackReceiver.OnAfterDeserialize()
UnityEngine.Events.UnityEventBase.GetPersistentEventCount()
UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)
UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)
UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)
UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveAllListeners()
UnityEngine.Events.UnityEventBase.Invoke(System.Object[])
UnityEngine.Events.UnityEventBase.ToString()
UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object,
UnityEngine.Events.PersistentListenerMode)
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object,
UnityEngine.Events.PersistentListenerMode, System.Type)
UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class TeleportPositionUpdate : UnityEvent<Vector3>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Enum TeleportState

Namespace: [HurricaneVR.Framework.Core.Player](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum TeleportState
```

Fields

NAME	DESCRIPTION
AwaitingNextFrame	
Dashing	
None	
Teleporting	

Namespace HurricaneVR.Framework.Core.ScriptableObjects

Classes

[HVRAngularJointDrive](#)

[HVRForcePullSettings](#)

[HVRJointDrive](#)

[HVRJointSettings](#)

[HVRRecoilSettings](#)

[HVRSoftJointLimit](#)

[HVRSoftJointLimitSpring](#)

Enums

[ForcePullRotationTrigger](#)

[ForceRotationStyle](#)

[JointApply](#)

Enum ForcePullRotationTrigger

Namespace: [HurricaneVR.Framework.Core.ScriptableObjects](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum ForcePullRotationTrigger
```

Fields

NAME	DESCRIPTION
DistanceToHand	
PercentTraveled	
TimeSinceStart	

Enum ForceRotationStyle

Namespace: [HurricaneVR.Framework.Core.ScriptableObjects](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum ForceRotationStyle
```

Fields

NAME	DESCRIPTION
RotateOverDistance	
RotateOverRemaining	

Class HVRAngularJointDrive

Inheritance

System.Object
HVRAngularJointDrive

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.ScriptableObjects](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class HVRAngularJointDrive
```

Fields

Damper

Declaration

```
public float Damper
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxForce

Declaration

```
public float MaxForce
```

Field Value

TYPE	DESCRIPTION
System.Single	

Spring

Declaration

```
public float Spring
```

Field Value

TYPE	DESCRIPTION
System.Single	

Methods

CreateJointDrive()

Declaration

```
public JointDrive CreateJointDrive()
```

Returns

TYPE	DESCRIPTION
UnityEngine.JointDrive	

Class HVRForcePullSettings

Inheritance

System.Object
UnityEngine.Object
UnityEngine.ScriptableObject
HVRForcePullSettings

Inherited Members

UnityEngine.ScriptableObject.SetDirty()
UnityEngine.ScriptableObject.CreateInstance(System.String)
UnityEngine.ScriptableObject.CreateInstance(System.Type)
UnityEngine.ScriptableObject.CreateInstance<T>()
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Scriptable Objects](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[CreateAssetMenu(menuName = "HurricaneVR/Force Pull Settings", fileName = "ForcePullSettings")]
public class HVRForcePullSettings : ScriptableObject
```

Fields

Damper

Declaration

```
public float Damper
```

Field Value

TYPE	DESCRIPTION
System.Single	

DistanceThreshold

Declaration

```
[Tooltip("Distance to the hand when auto grab will occur for non dynamic posed grabs.")]  
[Range(0.1F, 0.3F)]  
public float DistanceThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

DynamicGrabThreshold

Declaration

```
[Tooltip("Distance to the hand when auto grab will occur for dynamic posed grabs.")]  
[Range(0.1F, 0.3F)]  
public float DynamicGrabThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxForce

Declaration

```
public float MaxForce
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxMissAngularSpeed

Declaration

```
[Tooltip("Max Angular Velocity after releasing this object and not grabbing it")]  
public float MaxMissAngularSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxMissSpeed

Declaration

```
[Tooltip("Velocity magnitude cap after releasing this object and not grabbing it")]
public float MaxMissSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

RotateOverDistance

Declaration

```
[Tooltip("Rotation Max Velocity is calculated based on Speed over this distance")]
[DrawIf("RotationStyle", ForceRotationStyle.RotateOverDistance, DrawIfAttribute.DisablingType.DontDraw)]
public float RotateOverDistance
```

Field Value

TYPE	DESCRIPTION
System.Single	

RotateTriggerDistance

Declaration

```
[Tooltip("DistancetoHand Trigger: Once distance from the hand to the object is below this value, the object
will rotate into pose orientation.")]
[DrawIf("RotationTrigger", ForcePullRotationTrigger.DistanceToHand, DrawIfAttribute.DisablingType.DontDraw)]
public float RotateTriggerDistance
```

Field Value

TYPE	DESCRIPTION
System.Single	

RotateTriggerPercent

Declaration

```
[Tooltip("PercentTraveled: Start rotating after traveling this percentage of initial distance to the hand.")]
[DrawIf("RotationTrigger", ForcePullRotationTrigger.PercentTraveled, DrawIfAttribute.DisablingType.DontDraw)]
public float RotateTriggerPercent
```

Field Value

TYPE	DESCRIPTION
System.Single	

RotateTriggerTime

Declaration

```
[Tooltip("TimeSinceStart Trigger: Start rotating after pulling for this amount of time if TimeSinceStart mode")]
[DrawIf("RotationTrigger", ForcePullRotationTrigger.TimeSinceStart, DrawIfAttribute.DisablingType.DontDraw)]
public float RotateTriggerTime
```

Field Value

TYPE	DESCRIPTION
System.Single	

RotationStyle

Declaration

```
[Header("Pose Rotation Style")]
public ForceRotationStyle RotationStyle
```

Field Value

TYPE	DESCRIPTION
ForceRotationStyle	

RotationTrigger

Declaration

```
[Header("Pose Rotation Trigger")]
[Tooltip("What causes the rotation to the pose rotation to start?")]
public ForcePullRotationTrigger RotationTrigger
```

Field Value

TYPE	DESCRIPTION
ForcePullRotationTrigger	

SlerpDamper

Declaration

```
public float SlerpDamper
```

Field Value

TYPE	DESCRIPTION
System.Single	

SlerpMaxForce

Declaration

```
public float SlerpMaxForce
```

Field Value

TYPE	DESCRIPTION
System.Single	

SlerpSpring

Declaration

```
[Header("Rotation Drive")]
public float SlerpSpring
```

Field Value

TYPE	DESCRIPTION
System.Single	

Speed

Declaration

```
[Tooltip("Max linear velocity the object will move toward your hand")]
public float Speed
```

Field Value

TYPE	DESCRIPTION
System.Single	

Spring

Declaration

```
[Header("Joint Drive")]
public float Spring
```

Field Value

TYPE	DESCRIPTION
System.Single	

Class HVRJointDrive

Inheritance

System.Object
HVRJointDrive

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.ScriptableObjects](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class HVRJointDrive
```

Fields

Damper

Declaration

```
public float Damper
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxForce

Declaration

```
public float MaxForce
```

Field Value

TYPE	DESCRIPTION
System.Single	

Spring

Declaration

```
public float Spring
```

Field Value

TYPE	DESCRIPTION
System.Single	

Methods

CreateJointDrive(Boolean, Single)

Declaration

```
public JointDrive CreateJointDrive(bool criticalDamp, float mass)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	criticalDamp	
System.Single	mass	

Returns

TYPE	DESCRIPTION
UnityEngine.JointDrive	

Class HVRJointSettings

Inheritance

System.Object
UnityEngine.Object
UnityEngine.ScriptableObject
HVRJointSettings

Inherited Members

UnityEngine.ScriptableObject.SetDirty()
UnityEngine.ScriptableObject.CreateInstance(System.String)
UnityEngine.ScriptableObject.CreateInstance(System.Type)
UnityEngine.ScriptableObject.CreateInstance<T>()
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Scriptable Objects](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[CreateAssetMenu(menuName = "HurricaneVR/Joint Settings", fileName = "JointSettings")]
public class HVRJointSettings : ScriptableObject
```

Fields

AngularXDrive

Declaration

```
[Header("Angular Drives")]
public HVRAngularJointDrive AngularXDrive
```

Field Value

TYPE	DESCRIPTION
HVRAngularJointDrive	

AngularXLimitspring

Declaration

```
public HVRSoftJointLimitSpring AngularXLimitspring
```

Field Value

TYPE	DESCRIPTION
HVRSoftJointLimitSpring	

AngularXMotion

Declaration

```
[Header("Angular Limits")]
public ConfigurableJointMotion AngularXMotion
```

Field Value

TYPE	DESCRIPTION
UnityEngine.ConfigurableJointMotion	

AngularYLimit

Declaration

```
public HVRSoftJointLimit AngularYLimit
```

Field Value

TYPE	DESCRIPTION
HVRSoftJointLimit	

AngularYMotion

Declaration

```
public ConfigurableJointMotion AngularYMotion
```

Field Value

TYPE	DESCRIPTION
UnityEngine.ConfigurableJointMotion	

AngularYZDrive

Declaration

```
public HVRAngularJointDrive AngularYZDrive
```

Field Value

TYPE	DESCRIPTION
HVRAngularJointDrive	

AngularYZLimitSpring

Declaration

```
public HVRSoftJointLimitSpring AngularYZLimitSpring
```

Field Value

TYPE	DESCRIPTION
HVRSoftJointLimitSpring	

AngularZLimit

Declaration

```
public HVRSoftJointLimit AngularZLimit
```

Field Value

TYPE	DESCRIPTION
HVRSoftJointLimit	

AngularZMotion

Declaration

```
public ConfigurableJointMotion AngularZMotion
```

Field Value

TYPE	DESCRIPTION
UnityEngine.ConfigurableJointMotion	

ApplyMode

Declaration

```
public JointApply ApplyMode
```

Field Value

TYPE	DESCRIPTION
JointApply	

BreakForce

Declaration

```
public float BreakForce
```

Field Value

TYPE	DESCRIPTION
System.Single	

BreakTorque

Declaration

```
public float BreakTorque
```

Field Value

TYPE	DESCRIPTION
System.Single	

ConnectedMassScale

Declaration

```
public float ConnectedMassScale
```

Field Value

TYPE	DESCRIPTION
System.Single	

CriticalDampPosition

Declaration

```
[Header("Tweaks")]
[Tooltip("If true, Damper is ignored and calculated to be critical damped by mass")]
public bool CriticalDampPosition
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

DampConnectedBody

Declaration

```
[Tooltip("If using critical damping, do we use the connected body or the anchor body.")]
public bool DampConnectedBody
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

EnableCollision

Declaration

```
[Header("Other Settings")]
public bool EnableCollision
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

EnablePreprocessing

Declaration

```
public bool EnablePreprocessing
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

HighAngularXLimit

Declaration

```
public HVRSoftJointLimit HighAngularXLimit
```

Field Value

TYPE	DESCRIPTION
HVRSoftJointLimit	

LinearLimit

Declaration

```
[Header("Linear Limits")]
public HVRSoftJointLimit LinearLimit
```

Field Value

TYPE	DESCRIPTION
HVRSoftJointLimit	

LinearLimitSpring

Declaration

```
public HVRSoftJointLimitSpring LinearLimitSpring
```

Field Value

TYPE	DESCRIPTION
HVRSoftJointLimitSpring	

LowAngularXLimit

Declaration

```
public HVRSoftJointLimit LowAngularXLimit
```

Field Value

TYPE	DESCRIPTION
HVRSoftJointLimit	

MassScale

Declaration

```
public float MassScale
```

Field Value

TYPE	DESCRIPTION
System.Single	

ProjectionAngle

Declaration

```
public float ProjectionAngle
```

Field Value

TYPE	DESCRIPTION
System.Single	

ProjectionDistance

Declaration

```
public float ProjectionDistance
```

Field Value

TYPE	DESCRIPTION
System.Single	

ProjectionMode

Declaration

```
public JointProjectionMode ProjectionMode
```

Field Value

TYPE	DESCRIPTION
UnityEngine.JointProjectionMode	

RotationDriveMode

Declaration

```
public RotationDriveMode RotationDriveMode
```

Field Value

TYPE	DESCRIPTION
UnityEngine.RotationDriveMode	

SlerpDrive

Declaration

```
public HVRAngularJointDrive SlerpDrive
```

Field Value

TYPE	DESCRIPTION
HVRAngularJointDrive	

XDrive

Declaration

```
public HVRJointDrive XDrive
```

Field Value

TYPE	DESCRIPTION
HVRJointDrive	

XMaster

Declaration

```
[Header("Most Used Settings")]
[Tooltip("If true then X,Y,Z will all use X values.")]
public bool XMaster
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

XMotion

Declaration

```
public ConfigurableJointMotion XMotion
```

Field Value

TYPE	DESCRIPTION
UnityEngine.ConfigurableJointMotion	

YDrive

Declaration

```
[Header("Linear Drives")]
public HVRJointDrive YDrive
```

Field Value

TYPE	DESCRIPTION
HVRJointDrive	

YMotion

Declaration

```
public ConfigurableJointMotion YMotion
```

Field Value

TYPE	DESCRIPTION
UnityEngine.ConfigurableJointMotion	

ZDrive

Declaration

```
public HVRJointDrive ZDrive
```

Field Value

TYPE	DESCRIPTION
HVRJointDrive	

ZMotion

Declaration

```
public ConfigurableJointMotion ZMotion
```

Field Value

TYPE	DESCRIPTION
UnityEngine.ConfigurableJointMotion	

Methods

ApplySettings(ConfigurableJoint)

Declaration

```
public void ApplySettings(ConfigurableJoint joint)
```

Parameters

Type	Name	Description
UnityEngine.ConfigurableJoint	joint	

Class HVRRecoilSettings

Inheritance

System.Object
UnityEngine.Object
UnityEngine.ScriptableObject
HVRRecoilSettings

Inherited Members

UnityEngine.ScriptableObject.SetDirty()
UnityEngine.ScriptableObject.CreateInstance(System.String)
UnityEngine.ScriptableObject.CreateInstance(System.Type)
UnityEngine.ScriptableObject.CreateInstance<T>()
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Scriptable Objects](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[CreateAssetMenu(menuName = "HurricaneVR/Recoil Settings", fileName = "RecoilSettings")]
public class HVRRecoilSettings : ScriptableObject
```

Fields

BackwardsForce

Declaration

```
[Tooltip("Recoil applied at the BackRecoil transform position in the Z direction.")]
public float BackwardsForce
```

Field Value

TYPE	DESCRIPTION
System.Single	

ImpulseForce

Declaration

```
public bool ImpulseForce
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LimitRecoilForce

Declaration

```
[Header("Limits")]
public bool LimitRecoilForce
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

MaxBackForce

Declaration

```
[Tooltip("Maximum constant force applied to the back recoil")]
public float MaxBackForce
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxSideForce

Declaration

```
[Tooltip("Maximum constant torque applied for side to side recoil")]
public float MaxSideForce
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxUpForce

Declaration

```
[Tooltip("Maximum constant force applied to the up recoil.")]
public float MaxUpForce
```

Field Value

TYPE	DESCRIPTION
System.Single	

RandomSideToSideRecoil

Declaration

```
[Header("Side To Side Recoil")]
public bool RandomSideToSideRecoil
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

RecoveryDelay

Declaration

```
[Header("Recovery")]
public float RecoveryDelay
```

Field Value

TYPE	DESCRIPTION
System.Single	

RecoveryTime

Declaration

```
public float RecoveryTime
```

Field Value

TYPE	DESCRIPTION
System.Single	

SideToSideMax

Declaration

```
public float SideToSideMax
```

Field Value

TYPE	DESCRIPTION
System.Single	

SideToSideMin

Declaration

```
public float SideToSideMin
```

Field Value

TYPE	DESCRIPTION
System.Single	

TwoHandBackwardsForce

Declaration

```
public float TwoHandBackwardsForce
```

Field Value

TYPE	DESCRIPTION
System.Single	

TwoHandedRecoveryDelay

Declaration

```
public float TwoHandedRecoveryDelay
```

Field Value

TYPE	DESCRIPTION
System.Single	

TwoHandedRecoveryTime

Declaration

```
public float TwoHandedRecoveryTime
```

Field Value

TYPE	DESCRIPTION
System.Single	

TwoHandMaxSideForce

Declaration

```
[Tooltip("Maximum constant force applied to the side recoil")]
public float TwoHandMaxSideForce
```

Field Value

TYPE	DESCRIPTION
System.Single	

TwoHandMaxUpForce

Declaration

```
[Tooltip("Maximum constant force applied to the up recoil when two handed.")]
public float TwoHandMaxUpForce
```

Field Value

TYPE	DESCRIPTION
System.Single	

TwoHandSideToSideMax

Declaration

```
public float TwoHandSideToSideMax
```

Field Value

TYPE	DESCRIPTION
System.Single	

TwoHandSideToSideMin

Declaration

```
public float TwoHandSideToSideMin
```

Field Value

TYPE	DESCRIPTION
System.Single	

TwoHandUpForce

Declaration

```
[FormerlySerializedAs("TwoHandTorque")]
public float TwoHandUpForce
```

Field Value

TYPE	DESCRIPTION
System.Single	

UpForce

Declaration

```
[FormerlySerializedAs("Torque")]
[Header("Recoil Forces")]
[Tooltip("Recoil applied about the X axis.")]
public float UpForce
```

Field Value

TYPE	DESCRIPTION
System.Single	

UseTwoHandMaxSideForce

Declaration

```
public bool UseTwoHandMaxSideForce
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

UseTwoHandMaxUpforce

Declaration

```
public bool UseTwoHandMaxUpforce
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

UseTwoHandRecoilForce

Declaration

```
public bool UseTwoHandRecoilForce
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Class HVRSoftJointLimit

Inheritance

System.Object
HVRSoftJointLimit

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.ScriptableObjects](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class HVRSoftJointLimit
```

Fields

Bounciness

Declaration

```
public float Bounciness
```

Field Value

TYPE	DESCRIPTION
System.Single	

ContactDistance

Declaration

```
public float ContactDistance
```

Field Value

TYPE	DESCRIPTION
System.Single	

Limit

Declaration

```
public float Limit
```

Field Value

TYPE	DESCRIPTION
System.Single	

Methods

CreateJointLimit()

Declaration

```
public SoftJointLimit CreateJointLimit()
```

Returns

TYPE	DESCRIPTION
UnityEngine.SoftJointLimit	

Class HVRSoftJointLimitSpring

Inheritance

System.Object
HVRSoftJointLimitSpring

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.ScriptableObjects](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class HVRSoftJointLimitSpring
```

Fields

Damper

Declaration

```
public float Damper
```

Field Value

TYPE	DESCRIPTION
System.Single	

Spring

Declaration

```
public float Spring
```

Field Value

TYPE	DESCRIPTION
System.Single	

Methods

CreateSpring()

Declaration

```
public SoftJointLimitSpring CreateSpring()
```

Returns

TYPE	DESCRIPTION
UnityEngine.SoftJointLimitSpring	

Enum JointApply

Namespace: [HurricaneVR.Framework.Core.ScriptableObjects](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum JointApply
```

Fields

NAME	DESCRIPTION
Position	
PositionAndRotation	
Rotation	

Namespace HurricaneVR.Framework.Core.Sockets

Classes

[HVREnumFlagsSocketable<TEnum>](#)

[HVREnumFlagsSocketFilter<TEnum>](#)

[HVREnumSocketable<TEnum>](#)

[HVREnumSocketFilter<TEnum>](#)

[HVRGrabbableSocketExcluder](#)

[HVRGrabbableSocketFilter](#)

[HVRSocketable](#)

[HVRSocketableTag](#)

[HVRSocketableTags](#)

[HVRSocketContainer](#)

[HVRSocketFilter](#)

[HVRSocketHoverAction](#)

[HVRSocketHoverMaterial](#)

[HVRSocketHoverScale](#)

[HVRStringSocketable](#)

[HVRStringSocketFilter](#)

[HVRTagSocketable](#)

[HVRTagSocketFilter](#)

Class HVREnumFlagsSocketable<TEnum>

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRSocketable
HVREnumFlagsSocketable<TEnum>
```

Inherited Members

```
HVRSocketable.Grabbable
HVRSocketable.SocketOrientation
HVRSocketable.SocketScale
HVRSocketable.CounterScale
HVRSocketable.ScaleOverride
HVRSocketable.SOCKETEDCLIP
HVRSocketable.UnSOCKETEDCLIP
HVRSocketable.LinkedGrabbables
HVRSocketable.AnyLinkedGrabbablesHeld
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
```

UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)

UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Sockets](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVREnumFlagsSocketable<TEnum> : HVRSocketable where TEnum : Enum
```

Type Parameters

NAME	DESCRIPTION
TEnum	

Fields

SocketType

Declaration

```
[EnumFlag]  
public TEnum SocketType
```

Field Value

TYPE	DESCRIPTION
TEnum	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVREnumFlagsSocketFilter<TEnum>

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRSocketFilter
HVREnumFlagsSocketFilter<TEnum>
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
```

UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)

System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Sockets](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVREnumFlagsSocketFilter<TEnum> : HVRSocketFilter where TEnum : Enum
```

Type Parameters

NAME	DESCRIPTION
TEnum	

Fields

SocketType

Declaration

```
[EnumFlag]  
public TEnum SocketType
```

Field Value

TYPE	DESCRIPTION
TEnum	

Methods

IsValid(HVRSocketable)

Declaration

```
public override bool IsValid(HVRSocketable socketable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocketable	socketable	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRSocketFilter.IsValid\(HVRSocketable\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVREnumSocketable<TEnum>

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRSocketable
HVREnumSocketable<TEnum>
```

Inherited Members

```
HVRSocketable.Grabbable
HVRSocketable.SocketOrientation
HVRSocketable.SocketScale
HVRSocketable.CounterScale
HVRSocketable.ScaleOverride
HVRSocketable.SOCKETEDCLIP
HVRSocketable.UnSOCKETEDCLIP
HVRSocketable.LinkedGrabbables
HVRSocketable.AnyLinkedGrabbablesHeld
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
```

UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)

UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Sockets](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVREnumSocketable<TEnum> : HVRSocketable where TEnum : Enum
```

Type Parameters

NAME	DESCRIPTION
TEnum	

Fields

SocketType

Declaration

```
public TEnum SocketType
```

Field Value

TYPE	DESCRIPTION
TEnum	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVREnumSocketFilter<TEnum>

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRSocketFilter
HVREnumSocketFilter<TEnum>
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
```

UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)

System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Sockets](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVREnumSocketFilter<TEnum> : HVRSocketFilter where TEnum : Enum
```

Type Parameters

NAME	DESCRIPTION
TEnum	

Fields

SocketType

Declaration

```
public TEnum SocketType
```

Field Value

TYPE	DESCRIPTION
TEnum	

Methods

IsValid(HVRSocketable)

Declaration

```
public override bool IsValid(HVRSocketable socketable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocketable	socketable	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRSocketFilter.IsValid\(HVRSocketable\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRGrabbableSocketExcluder

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRSocketFilter
HVRGrabbableSocketExcluder
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
```

UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)

System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Sockets](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRGrabbableSocketExcluder : HVRSocketFilter
```

Fields

Excluded

Declaration

```
public List<HVRGrabbable> Excluded
```

Field Value

Type	Description
System.Collections.Generic.List< HVRGrabbable >	

Methods

IsValid(HVRSocketable)

Declaration

```
public override bool IsValid(HVRSocketable socketable)
```

Parameters

Type	Name	Description
HVRSocketable	socketable	

Returns

Type	Description
System.Boolean	

Overrides

[HVRSocketFilter.IsValid\(HVRSocketable\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRGrabbableSocketFilter

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRSocketFilter
HVRGrabbableSocketFilter
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
```

UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)

System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Sockets](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRGrabbableSocketFilter : HVRSocketFilter
```

Fields

ValidGrabables

Declaration

```
public List<HVRGrabbable> ValidGrabables
```

Field Value

Type	Description
System.Collections.Generic.List< HVRGrabbable >	

Methods

IsValid(HVRSocketable)

Declaration

```
public override bool IsValid(HVRSocketable socketable)
```

Parameters

Type	Name	Description
HVRSocketable	socketable	

Returns

Type	Description
System.Boolean	

Overrides

[HVRSocketFilter.IsValid\(HVRSocketable\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRSocketable

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRSocketable
[HVREnumFlagsSocketable<TEnum>](#)
[HVREnumSocketable<TEnum>](#)
[HVRStringSocketable](#)
[HVRTagSocketable](#)

Inherited Members

UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentInParent(System.Type, System.Boolean)

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Sockets](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRSocketable : MonoBehaviour
```

Fields

CounterScale

Declaration

```
[Tooltip("If your grabbable model is not at 1,1,1 scale. ")]  
public Vector3 CounterScale
```

Field Value

Type	Description
UnityEngine.Vector3	

LinkedGrabables

Declaration

```
[Tooltip("If populated this object cannot be socketed if any of these objects are held.")]  
public HVRGrabbable[] LinkedGrabables
```

Field Value

Type	Description
HVRGrabbable[]	

ScaleOverride

Declaration

```
[Tooltip("Override renderer bounds when socket is scaling")]  
public BoxCollider ScaleOverride
```

Field Value

Type	Description
UnityEngine.BoxCollider	

SocketedClip

Declaration

```
public AudioClip SocketedClip
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

SocketOrientation

Declaration

```
public Transform SocketOrientation
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

SocketScale

Declaration

```
public float SocketScale
```

Field Value

TYPE	DESCRIPTION
System.Single	

UnsocketedClip

Declaration

```
public AudioClip UnsocketedClip
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

Properties

AnyLinkedGrabbablesHeld

Declaration

```
public bool AnyLinkedGrabbablesHeld { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Grabbable

Declaration

```
public HVRGrabbable Grabbable { get; }
```

Property Value

TYPE	DESCRIPTION
HVRGrabbable	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRSocketableTag

Inheritance

System.Object
HVRSocketableTag

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.Sockets](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class HVRSocketableTag
```

Fields

Tags

Declaration

```
[SerializeField]
public HVRSocketableTags Tags
```

Field Value

TYPE	DESCRIPTION
HVRSocketableTags	

Properties

DisplayName

Declaration

```
public string DisplayName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Item[Int32]

Declaration

```
public bool this[int index] { get; set; }
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	index	

Property Value

TYPE	DESCRIPTION
System.Boolean	

Class HVRSocketableTags

Inheritance

System.Object
UnityEngine.Object
UnityEngine.ScriptableObject
HVRSocketableTags

Inherited Members

UnityEngine.ScriptableObject.SetDirty()
UnityEngine.ScriptableObject.CreateInstance(System.String)
UnityEngine.ScriptableObject.CreateInstance(System.Type)
UnityEngine.ScriptableObject.CreateInstance<T>()
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Sockets](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[CreateAssetMenu(menuName = "HurricaneVR/Socketables", fileName = "Socketables")]
public class HVRSocketableTags : ScriptableObject
```

Properties

Item[Int32]

Declaration

```
public string this[int index] { get; set; }
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	index	

Property Value

TYPE	DESCRIPTION
System.String	

Methods

GetCount()

Declaration

```
public int GetCount()
```

Returns

TYPE	DESCRIPTION
System.Int32	

GetIndex(String)

Declaration

```
public int GetIndex(string tag)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	tag	

Returns

TYPE	DESCRIPTION
System.Int32	

GetNames()

Declaration

```
public IEnumerable<string> GetNames()
```

Returns

TYPE	DESCRIPTION
System.Collections.Generic.IEnumerable<System.String>	

Class HVRSocketContainer

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRSocketContainer
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Sockets](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRSocketContainer : MonoBehaviour
```

Fields

AutoPopulate

Declaration

```
[Tooltip("Adds all sockets found on or below this object.")]  
public bool AutoPopulate
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Sockets

Declaration

```
[Tooltip("Sockets in this container")]  
public List<HVRSocket> Sockets
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< HVRSocket >	

Methods

HasAvailableSocket()

Declaration

```
public virtual bool HasAvailableSocket()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

HasAvailableSocket(HVRGrabbable)

Declaration

```
public virtual bool HasAvailableSocket(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

Type	Description
System.Boolean	

TryAddGrabbable(HVRGrabbable)

Declaration

```
public virtual bool TryAddGrabbable(HVRGrabbable grabbable)
```

Parameters

Type	Name	Description
HVRGrabbable	grabbable	

Returns

Type	Description
System.Boolean	

TryFindAvailableSocket(HVRGrabbable, out HVRSocket)

Declaration

```
public virtual bool TryFindAvailableSocket(HVRGrabbable grabbable, out HVRSocket socket)
```

Parameters

Type	Name	Description
HVRGrabbable	grabbable	
HVRSocket	socket	

Returns

Type	Description
System.Boolean	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRSocketFilter

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRSocketFilter
HVREnumFlagsSocketFilter<TEnum>
HVREnumSocketFilter<TEnum>
HVRGrabbableSocketExcluder
HVRGrabbableSocketFilter
HVRStringSocketFilter
HVRTagSocketFilter
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
```

UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)

UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Sockets](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public abstract class HVRSocketFilter : MonoBehaviour
```

Methods

[IsValid\(HVRSocketable\)](#)

Declaration

```
public abstract bool IsValid(HVRSocketable socketable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocketable	socketable	

Returns

TYPE	DESCRIPTION
System.Boolean	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRSocketHoverAction

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRSocketHoverAction
[HVRSocketHoverMaterial](#)
[HVRSocketHoverScale](#)

Inherited Members

UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)

UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags

System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Sockets](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public abstract class HVRSocketHoverAction : MonoBehaviour
```

Fields

Target

Declaration

```
public Transform Target
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Methods

OnHoverEnter(HVRSocket, HVRGrabbable, Boolean)

Declaration

```
public abstract void OnHoverEnter(HVRSocket socket, HVRGrabbable grabbable, bool isValid)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocket	socket	
HVRGrabbable	grabbable	
System.Boolean	isValid	

OnHoverExit(HVRSocket, HVRGrabbable, Boolean)

Declaration

```
public abstract void OnHoverExit(HVRSocket socket, HVRGrabbable grabbable, bool isValid)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocket	socket	
HVRGrabbable	grabbable	
System.Boolean	isValid	

Start()

Declaration

```
protected virtual void Start()
```

Update()

Declaration

```
protected virtual void Update()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRSocketHoverMaterial

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRSocketHoverAction
HVRSocketHoverMaterial
```

Inherited Members

[HVRSocketHoverAction.Target](#)

[HVRSocketHoverAction.Update\(\)](#)

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
```

UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name

UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Sockets](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRSocketHoverMaterial : HVRSocketHoverAction
```

Fields

InvalidMaterial

Declaration

```
public Material InvalidMaterial
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Material	

ValidMaterial

Declaration

```
public Material ValidMaterial
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Material	

Methods

OnHoverEnter(HVRSocket, HVRGrabbable, Boolean)

Declaration

```
public override void OnHoverEnter(HVRSocket socket, HVRGrabbable grabbable, bool isValid)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocket	socket	
HVRGrabbable	grabbable	
System.Boolean	isValid	

Overrides

[HVRSocketHoverAction.OnHoverEnter\(HVRSocket, HVRGrabbable, Boolean\)](#)

OnHoverExit(HVRSocket, HVRGrabbable, Boolean)

Declaration

```
public override void OnHoverExit(HVRSocket socket, HVRGrabbable grabbable, bool isValid)
```

Parameters

Type	Name	Description
HVRSocket	socket	
HVRGrabbable	grabbable	
System.Boolean	isValid	

Overrides

[HVRSocketHoverAction.OnHoverExit\(HVRSocket, HVRGrabbable, Boolean\)](#)

Start()

Declaration

```
protected override void Start()
```

Overrides

[HVRSocketHoverAction.Start\(\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRSocketHoverScale

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRSocketHoverAction
HVRSocketHoverScale
```

Inherited Members

[HVRSocketHoverAction.Target](#)

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
```

UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags

System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Sockets](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRSocketHoverScale : HVRSocketHoverAction
```

Fields

Scale

Declaration

```
[Tooltip("Target scale when hovered.")]  
public Vector3 Scale
```

Field Value

Type	Description
UnityEngine.Vector3	

ScaleIfInvalid

Declaration

```
[Tooltip("If the hovered item is invalid, do we scale?")]  
public bool ScaleIfInvalid
```

Field Value

Type	Description
System.Boolean	

ScaleTime

Declaration

```
[Tooltip("How long it takes to reach the target scale.")]  
public float ScaleTime
```

Field Value

Type	Description
System.Single	

Methods

OnHoverEnter(HVRSocket, HVRGrabbable, Boolean)

Declaration

```
public override void OnHoverEnter(HVRSocket socket, HVRGrabbable grabbable, bool isValid)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocket	socket	
HVRGrabbable	grabbable	
System.Boolean	isValid	

Overrides

[HVRSocketHoverAction.OnHoverEnter\(HVRSocket, HVRGrabbable, Boolean\)](#)

OnHoverExit(HVRSocket, HVRGrabbable, Boolean)

Declaration

```
public override void OnHoverExit(HVRSocket socket, HVRGrabbable grabbable, bool isValid)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocket	socket	
HVRGrabbable	grabbable	
System.Boolean	isValid	

Overrides

[HVRSocketHoverAction.OnHoverExit\(HVRSocket, HVRGrabbable, Boolean\)](#)

Start()

Declaration

```
protected override void Start()
```

Overrides

[HVRSocketHoverAction.Start\(\)](#)

Update()

Declaration

```
protected override void Update()
```

Overrides

[HVRSocketHoverAction.Update\(\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRStringSocketable

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRSocketable
HVRStringSocketable
```

Inherited Members

```
HVRSocketable.Grabbable
HVRSocketable.SocketOrientation
HVRSocketable.SocketScale
HVRSocketable.CounterScale
HVRSocketable.ScaleOverride
HVRSocketable.SOCKETEDCLIP
HVRSocketable.UnSOCKETEDCLIP
HVRSocketable.LinkedGrabbables
HVRSocketable.AnyLinkedGrabbablesHeld
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
```

UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)

UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Sockets](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRStringSocketable : HVRSocketable
```

Fields

SocketType

Declaration

```
public string SocketType
```

Field Value

TYPE	DESCRIPTION
System.String	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRStringSocketFilter

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRSocketFilter
HVRStringSocketFilter
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
```

UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)

System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Sockets](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRStringSocketFilter : HVRSocketFilter
```

Fields

SocketType

Declaration

```
public string SocketType
```

Field Value

TYPE	DESCRIPTION
System.String	

Methods

IsValid(HVRSocketable)

Declaration

```
public override bool IsValid(HVRSocketable socketable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocketable	socketable	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRSocketFilter.IsValid\(HVRSocketable\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRTagSocketable

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRSocketable
HVRTagSocketable
```

Inherited Members

```
HVRSocketable.Grabbable
HVRSocketable.SocketOrientation
HVRSocketable.SocketScale
HVRSocketable.CounterScale
HVRSocketable.ScaleOverride
HVRSocketable.SOCKETEDCLIP
HVRSocketable.UnSOCKETEDCLIP
HVRSocketable.LinkedGrabbables
HVRSocketable.AnyLinkedGrabbablesHeld
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
```

UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)

UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Sockets](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRTagSocketable : HVRSocketable
```

Fields

Tags

Declaration

```
public HVRSocketableTag Tags
```

Field Value

TYPE	DESCRIPTION
HVRSocketableTag	

Methods

Reset()

Declaration

```
public void Reset()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRTagSocketFilter

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRSocketFilter
HVRTagSocketFilter
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
```

UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)

System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Sockets](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRTagSocketFilter : HVRSocketFilter
```

Fields

Any

Declaration

```
[Tooltip("If true, the socketable is valid as long as a there is a single match, otherwise all selected tags  
must be assigned on the socketable.")]  
public bool Any
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Tags

Declaration

```
public HVRSocketableTag Tags
```

Field Value

TYPE	DESCRIPTION
HVRSocketableTag	

Methods

IsValid(HVRSocketable)

Declaration

```
public override bool IsValid(HVRSocketable socketable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocketable	socketable	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRSocketFilter.IsValid\(HVRSocketable\)](#)

Reset()

Declaration

```
public void Reset()
```

Extension Methods

`VRUtilities.GetRigidbody(MonoBehaviour)`

`VRUtilities.GetCopyOf<T>(Component, T)`

Namespace HurricaneVR.Framework.Core.Stabbing

Classes

[HVRNotStabbable](#)

[HVRStabbable](#)

[HVRStabbableSettings](#)

[HVRStabber](#)

[HVRStabberSettings](#)

[HVRStabEvent](#)

[HVRStabEvents](#)

[HVRStabTracker](#)

Structs

[StabArgs](#)

Class HVRNotStabbable

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRNotStabbable
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`

`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Core.Stabbing](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRNotStabbable : MonoBehaviour
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRStabbable

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRStabbable
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
Namespace: [HurricaneVR.Framework.Core.Stabbing](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRStabbable : MonoBehaviour
```

Fields

FullStabbed

Declaration

```
public HVRStabEvents FullStabbed
```

Field Value

TYPE	DESCRIPTION
HVRStabEvents	

Settings

Declaration

```
public HVRStabbableSettings Settings
```

Field Value

TYPE	DESCRIPTION
HVRStabbableSettings	

Stabbed

Declaration

```
public HVRStabEvent Stabbed
```

Field Value

TYPE	DESCRIPTION
HVRStabEvent	

Stabbers

Declaration

```
public List<HVRStabber> Stabbers
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< HVRStabber >	

UnStabbed

Declaration

```
public HVRStabEvents UnStabbed
```

Field Value

TYPE	DESCRIPTION
HVRStabEvents	

Properties

IsStabbed

Declaration

```
public bool IsStabbed { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Velocity

Declaration

```
public Vector3 Velocity { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Methods

FixedUpdate()

Declaration

```
public void FixedUpdate()
```

OnFullStabReached(HVRStabber)

Declaration

```
public virtual void OnFullStabReached(HVRStabber stabber)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRStabber	stabber	

OnStabberEnter(HVRStabber, Collision, ContactPoint)

Declaration

```
public virtual void OnStabberEnter(HVRStabber stabber, Collision collision, ContactPoint contactPoint)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRStabber	stabber	
UnityEngine.Collision	collision	
UnityEngine.ContactPoint	contactPoint	

OnStabberExit(HVRStabber)

Declaration

```
public virtual void OnStabberExit(HVRStabber stabber)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRStabber	stabber	

Update()

Declaration

```
public void Update()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRStabbableSettings

Inheritance

System.Object
UnityEngine.Object
UnityEngine.ScriptableObject
HVRStabbableSettings

Inherited Members

UnityEngine.ScriptableObject.SetDirty()
UnityEngine.ScriptableObject.CreateInstance(System.String)
UnityEngine.ScriptableObject.CreateInstance(System.Type)
UnityEngine.ScriptableObject.CreateInstance<T>()
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Stabbing](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[CreateAssetMenu(menuName = "HurricaneVR/Stabbable Settings", fileName = "StabSettings")]
public class HVRStabbableSettings : ScriptableObject
```

Fields

CanBeImpaled

Declaration

```
[Header("Settings")]
[Tooltip("If true depth and unstab checks will use raycasts on the stabbable colliders")]
public bool CanBeImpaled
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

CanLock

Declaration

```
[Header("Locking")]
[Tooltip("If true the stabber will lock into place if the velocity drops below the LockVelocity threshold,
once locked a force of 'UnlockForce' must be exerted to unlock the stabber")]
public bool CanLock
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Damper

Declaration

```
[Tooltip("Base Damper Scaled By InnerDamperCurve")]
public float Damper
```

Field Value

TYPE	DESCRIPTION
System.Single	

FullStabDepth

Declaration

```
[Tooltip("Distance Required to execute the FullStabbed event")]
public float FullStabDepth
```

Field Value

TYPE	DESCRIPTION
System.Single	

FullStabResetDepth

Declaration

```
[Tooltip("Distance required to reset full stab if allowed")]
public float FullStabResetDepth
```

Field Value

TYPE	DESCRIPTION
System.Single	

InnerDamperCurve

Declaration

```
[Tooltip("Joint Damper curve that takes over once the outer shell is breached, defaults to 1 if not
provided")]
public AnimationCurve InnerDamperCurve
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AnimationCurve	

LimitStabDepth

Declaration

```
[Header("Limits")]
public bool LimitStabDepth
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LockTime

Declaration

```
[Tooltip("Force must be over the unlock force threshold for this amount of time to unlock the stabber")]
public float LockTime
```

Field Value

TYPE	DESCRIPTION
System.Single	

LockVelocity

Declaration

```
[Tooltip("Stabber locks into place if it's velocity drops below this threshold")]
public float LockVelocity
```

Field Value

TYPE	DESCRIPTION
System.Single	

ManyFullStabs

Declaration

```
[Header("Full Stab Settings")]
[Tooltip("Can FullStabbed event be executed many times")]
public bool ManyFullStabs
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

OuterShellDamper

Declaration

```
[Header("Friction")]
[Tooltip("Joint Friction In effect until OuterShellDepth is breached by the stabber")]
public float OuterShellDamper
```

Field Value

TYPE	DESCRIPTION
System.Single	

OuterShellThickness

Declaration

```
[Tooltip("How thick is the outer shell (like a skull or box)")]
public float OuterShellThickness
```

Field Value

TYPE	DESCRIPTION
System.Single	

OverrideStabberProjection

Declaration

```
[Header("Joint")]
public bool OverrideStabberProjection
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

ProjectionAngle

Declaration

```
public float ProjectionAngle
```

Field Value

TYPE	DESCRIPTION
System.Single	

ProjectionDistance

Declaration

```
public float ProjectionDistance
```

Field Value

TYPE	DESCRIPTION
System.Single	

ProjectionMode

Declaration

```
public JointProjectionMode ProjectionMode
```

Field Value

TYPE	DESCRIPTION
UnityEngine.JointProjectionMode	

RequiredVelocity

Declaration

```
[Tooltip("Required velocity to initiate the stab")]
public float RequiredVelocity
```

Field Value

TYPE	DESCRIPTION
System.Single	

StabDepthLimit

Declaration

```
[DrawIf("LimitStabDepth", true, DrawIfAttribute.DisablingType.DontDraw)]
public float StabDepthLimit
```

Field Value

TYPE	DESCRIPTION
System.Single	

UnlockForce

Declaration

```
[Tooltip("Force required to unlock the stabber once it is locked.")]
public float UnlockForce
```

Field Value

TYPE	DESCRIPTION
System.Single	

UseDamperCurve

Declaration

```
[Tooltip("If true uses the damper curve against depth / blade length, otherwise flat damper will be used")]
public bool UseDamperCurve
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Properties

LockVelocitySquared

Declaration

```
public float LockVelocitySquared { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

UnlockForceSquared

Declaration

```
public float UnlockForceSquared { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Methods

CheckCurve()

Declaration

```
public void CheckCurve()
```

Class HVRStabber

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRStabber
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Stabbing](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(Rigidbody))]  
public class HVRStabber : MonoBehaviour
```

Fields

Base

Declaration

```
[Tooltip("Base of the stabber, limits the stab depth unless CanRunThrough is set to true.")]  
public Transform Base
```

Field Value

Type	Description
UnityEngine.Transform	

CanRunThrough

Declaration

```
[Tooltip("If true the stabber can exit through the base")]  
public bool CanRunThrough
```

Field Value

Type	Description
System.Boolean	

CollidersToIgnore

Declaration

```
[Header("Collision")]  
[Tooltip("Colliders to disable collision with the stabbed object")]  
public Collider[] CollidersToIgnore
```

Field Value

Type	Description
UnityEngine.Collider[]	

ContactOffset

Declaration

```
[Tooltip("Stabbing colliders contact offset will be modified to this if current offset is larger")]  
public float ContactOffset
```

Field Value

TYPE	DESCRIPTION
System.Single	

Depth

Declaration

```
public float Depth
```

Field Value

TYPE	DESCRIPTION
System.Single	

DepthPercent

Declaration

```
public float DepthPercent
```

Field Value

TYPE	DESCRIPTION
System.Single	

DrawGizmos

Declaration

```
[Header("Debug")]
public bool DrawGizmos
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

FallbackSettings

Declaration

```
public HVRStabbableSettings FallbackSettings
```

Field Value

TYPE	DESCRIPTION
HVRStabbableSettings	

FullStabbed

Declaration

```
public HVRStabEvents FullStabbed
```

Field Value

TYPE	DESCRIPTION
HVRStabEvents	

IgnoreVelocityCheck

Declaration

```
[Tooltip("Ignores stabbable velocity requirement")]
public bool IgnoreVelocityCheck
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsDualStabber

Declaration

```
[Tooltip("Both base and tip can stab something")]
public bool IsDualStabber
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LogFailedAngle

Declaration

```
public bool LogFailedAngle
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LogFailedVelocity

Declaration

```
public bool LogFailedVelocity
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LogJointForce

Declaration

```
public bool LogJointForce
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LogJointForceThreshold

Declaration

```
public float LogJointForceThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

LogJointLock

Declaration

```
public bool LogJointLock
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LogJointUnlock

Declaration

```
public bool LogJointUnlock
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

ProjectionAngle

Declaration

```
public float ProjectionAngle
```

Field Value

TYPE	DESCRIPTION
System.Single	

ProjectionDistance

Declaration

```
public float ProjectionDistance
```

Field Value

TYPE	DESCRIPTION
System.Single	

ProjectionMode

Declaration

```
public JointProjectionMode ProjectionMode
```

Field Value

TYPE	DESCRIPTION
UnityEngine.JointProjectionMode	

Settings

Declaration

```
public HVRStabberSettings Settings
```

Field Value

TYPE	DESCRIPTION
HVRStabberSettings	

StabAnything

Declaration

```
[Tooltip("Wanna stab anything and everything for fun or testing?!")]
public bool StabAnything
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Stabbed

Declaration

```
public HVRStabEvent Stabbed
```

Field Value

TYPE	DESCRIPTION
HVRStabEvent	

StabbingColliders

Declaration

```
[Tooltip("Colliders involved in stab detection")]
public Collider[] StabbingColliders
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Collider[]	

Tip

Declaration

```
[Header("Objects / Components")]
[Tooltip("Starting tip point of the stabber")]
public Transform Tip
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

UnStabbed

Declaration

```
public HVRStabEvents UnStabbed
```

Field Value

TYPE	DESCRIPTION
HVRStabEvents	

VerboseDebugging

Declaration

```
public bool VerboseDebugging
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Properties

IsStabbing

Declaration

```
public bool IsStabbing { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Length

Declaration

```
public float Length { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

ManuallyLocked

Declaration

```
public bool ManuallyLocked { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Rigidbody

Declaration

```
public Rigidbody Rigidbody { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

StabbedObjects

Declaration

```
public List<GameObject> StabbedObjects { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<UnityEngine.GameObject>	

StabbedStabbables

Declaration

```
public List<HVRStabbable> StabbedStabbables { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List< HVRStabbable >	

StabLineLocal

Declaration

```
public Vector3 StabLineLocal { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

StabLineWorld

Declaration

```
public Vector3 StabLineWorld { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Methods

Awake()

Declaration

```
protected virtual void Awake()
```

FixedUpdate()

Declaration

```
public void FixedUpdate()
```

ForceUnstab(Boolean)

Declaration

```
public void ForceUnstab(bool fireEvents = false)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	fireEvents	

GetColliders(Rigidbody, Transform)

Declaration

```
public static IEnumerable<Collider> GetColliders(Rigidbody rigidbody, Transform transform)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Rigidbody	rigidbody	
UnityEngine.Transform	transform	

Returns

TYPE	DESCRIPTION
System.Collections.Generic.IEnumerable<UnityEngine.Collider>	

Lock()

Locks each joint on the stabber and prevents it from being unlocked until Unlock is called

Declaration

```
public void Lock()
```

OnDrawGizmos()

Declaration

```
public void OnDrawGizmos()
```

OnFullStab(HVRStabbable)

Declaration

```
protected virtual void OnFullStab(HVRStabbable stabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRStabbable	stabbable	

OnStabEnter(HVRStabbable, Collision, ContactPoint)

Declaration

```
protected virtual void OnStabEnter(HVRStabbable stabbable, Collision collision, ContactPoint contact)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRStabbable	stabbable	
UnityEngine.Collision	collision	
UnityEngine.ContactPoint	contact	

OnStabExit(HVRStabbable)

Declaration

```
protected virtual void OnStabExit(HVRStabbable stabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRStabbable	stabbable	

SetupStabJoint(HVRStabbableSettings, Transform, Rigidbody)

Declaration

```
protected virtual ConfigurableJoint SetupStabJoint(HVRStabbableSettings settings, Transform tip, Rigidbody otherRB)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRStabbableSettings	settings	
UnityEngine.Transform	tip	
UnityEngine.Rigidbody	otherRB	

Returns

TYPE	DESCRIPTION
UnityEngine.ConfigurableJoint	

Unlock()

Unlocks each joint on the stabber

Declaration

```
public void Unlock()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRStabberSettings

Inheritance

System.Object
UnityEngine.Object
UnityEngine.ScriptableObject
HVRStabberSettings

Inherited Members

UnityEngine.ScriptableObject.SetDirty()
UnityEngine.ScriptableObject.CreateInstance(System.String)
UnityEngine.ScriptableObject.CreateInstance(System.Type)
UnityEngine.ScriptableObject.CreateInstance<T>()
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Stabbing](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[CreateAssetMenu(menuName = "HurricaneVR/Stabber Settings", fileName = "StabberSettings")]
public class HVRStabberSettings : ScriptableObject
```

Fields

AllowedStabs

Declaration

```
[Tooltip("How many things can this thing stab?")]
public int AllowedStabs
```

Field Value

TYPE	DESCRIPTION
System.Int32	

AngleThreshold

Declaration

```
[Header("Stab Settings")]
[Range(0F, 1F)]
[Tooltip("Dot product of the stab collision direction must be greater than this.")]
public float AngleThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

PerpendicularThreshold

Declaration

```
[Tooltip("If the stabbale is pulled off the line by this distance unstab it")]
public float PerpendicularThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

Sharpness

Declaration

```
[Range(0F, 1F)]
[Tooltip("Joint damper modifier, 1 will have no friction, 0 has max friction")]
public float Sharpness
```

Field Value

TYPE	DESCRIPTION
System.Single	

UnstabDelay

Declaration

```
[Tooltip("Amount of time to wait after a stab before unstabbing is allowed")]
public float UnstabDelay
```

Field Value

TYPE	DESCRIPTION
System.Single	

UnstabThreshold

Declaration

```
[Tooltip("Distance between the entry point and the stabbed point before the object will be unstabbed")]
public float UnstabThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

Class HVRStabEvent

Inheritance

System.Object

UnityEngine.Events.UnityEventBase

UnityEngine.Events.UnityEvent<StabArgs>

HVRStabEvent

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Stabbing.StabArgs>.AddListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Core.Stabbing.StabArgs>)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Stabbing.StabArgs>.RemoveListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Core.Stabbing.StabArgs>)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Stabbing.StabArgs>.FindMethod_Impl(System.String, System.Object)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Stabbing.StabArgs>.Invoke(HurricaneVR.Framework.Core.Stabbing.StabArgs)
UnityEngine.Events.UnityEventBase.UnityEngine.ISerializationCallbackReceiver.OnBeforeSerialize()
UnityEngine.Events.UnityEventBase.UnityEngine.ISerializationCallbackReceiver.OnAfterDeserialize()
UnityEngine.Events.UnityEventBase.GetPersistentEventCount()
UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)
UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)
UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)
UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveAllListeners()
UnityEngine.Events.UnityEventBase.Invoke(System.Object[])
UnityEngine.Events.UnityEventBase.ToString()
UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode)
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode, System.Type)
UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Stabbing](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class HVRStabEvent : UnityEvent<StabArgs>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Class HVRStabEvents

Inheritance

System.Object

UnityEngine.Events.UnityEventBase

UnityEngine.Events.UnityEvent<HVRStabber, HVRStabbable>

HVRStabEvents

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Stabbing.HVRStabber,

HurricaneVR.Framework.Core.Stabbing.HVRStabbable>.AddListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Core.Stabbing.HVRStabber,

HurricaneVR.Framework.Core.Stabbing.HVRStabbable>)

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Stabbing.HVRStabber,

HurricaneVR.Framework.Core.Stabbing.HVRStabbable>.RemoveListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Core.Stabbing.HVRStabber,

HurricaneVR.Framework.Core.Stabbing.HVRStabbable>)

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Stabbing.HVRStabber,

HurricaneVR.Framework.Core.Stabbing.HVRStabbable>.FindMethod_Impl(System.String, System.Object)

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Core.Stabbing.HVRStabber,

HurricaneVR.Framework.Core.Stabbing.HVRStabbable>.Invoke(HurricaneVR.Framework.Core.Stabbing.HVRStabber,

HurricaneVR.Framework.Core.Stabbing.HVRStabbable)

UnityEngine.Events.UnityEventBase.UnityEngine.ISerializationCallbackReceiver.OnBeforeSerialize()

UnityEngine.Events.UnityEventBase.UnityEngine.ISerializationCallbackReceiver.OnAfterDeserialize()

UnityEngine.Events.UnityEventBase.FindMethod_Impl(System.String, System.Object)

UnityEngine.Events.UnityEventBase.GetPersistentEventCount()

UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)

UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)

UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)

UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)

UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)

UnityEngine.Events.UnityEventBase.RemoveAllListeners()

UnityEngine.Events.UnityEventBase.Invoke(System.Object[])

UnityEngine.Events.UnityEventBase.ToString()

UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])

UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode)

UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode, System.Type)

UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Name space: HurricaneVR.Framework.Core.Stabbing

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class HVRStabEvents : UnityEvent<HVRStabber, HVRStabbable>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Class HVRStabTracker

Inheritance

System.Object

HVRStabTracker

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.Stabbing](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRStabTracker
```

Constructors

HVRStabTracker(HVRStabber, HVRStabbable, HVRStabbableSettings, ConfigurableJoint, GameObject, Vector3, Transform, Collider[])

Declaration

```
public HVRStabTracker(HVRStabber stabber, HVRStabbable stabbable, HVRStabbableSettings settings,
ConfigurableJoint joint, GameObject stabbedObject, Vector3 stabDirection, Transform tip, Collider[]
stabbedColliders)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRStabber	stabber	
HVRStabbable	stabbable	
HVRStabbableSettings	settings	
UnityEngine.ConfigurableJoint	joint	
UnityEngine.GameObject	stabbedObject	
UnityEngine.Vector3	stabDirection	
UnityEngine.Transform	tip	
UnityEngine.Collider[]	stabbedColliders	

Properties

Joint

Declaration

```
public ConfigurableJoint Joint { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.ConfigurableJoint	

Settings

Declaration

```
public HVRStabbableSettings Settings { get; }
```

Property Value

TYPE	DESCRIPTION
HVRStabbableSettings	

Stabbable

Declaration

```
public HVRStabbable Stabbable { get; }
```

Property Value

TYPE	DESCRIPTION
HVRStabbable	

StabbedColliders

Declaration

```
public Collider[] StabbedColliders { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Collider[]	

StabbedObject

Declaration

```
public GameObject StabbedObject { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

Stabber

Declaration

```
public HVRStabber Stabber { get; }
```

Property Value

TYPE	DESCRIPTION
HVRStabber	

StabDirection

Declaration

```
public Vector3 StabDirection { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

StabEntryPosition

Declaration

```
public Vector3 StabEntryPosition { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

StabExitPosition

Declaration

```
public Vector3 StabExitPosition { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Methods

Lock()

Declaration

```
public void Lock()
```

Unlock()

Declaration

```
public void Unlock()
```

Update()

Declaration

```
public bool Update()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Struct StabArgs

Inherited Members

System.ValueType.Equals(System.Object)
System.ValueType.GetHashCode()
System.ValueType.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Stabbing](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public struct StabArgs
```

Constructors

StabArgs(HVRStabber, HVRStabbable, Collision, Vector3, Vector3)

Declaration

```
public StabArgs(HVRStabber stabber, HVRStabbable stabbable, Collision collision, Vector3 point, Vector3 normal)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRStabber	stabber	
HVRStabbable	stabbable	
UnityEngine.Collision	collision	
UnityEngine.Vector3	point	
UnityEngine.Vector3	normal	

Fields

Collision

Declaration

```
public Collision Collision
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Collision	

Normal

Declaration

```
public Vector3 Normal
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Point

Declaration

```
public Vector3 Point
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Stabbable

Declaration

```
public HVRStabbable Stabbable
```

Field Value

TYPE	DESCRIPTION
HVRStabbable	

Stabber

Declaration

```
public HVRStabber Stabber
```

Field Value

TYPE	DESCRIPTION
HVRStabber	

Namespace HurricaneVR.Framework.Core.UI

Classes

[HVRGraphicRaycaster](#)

[HVRInputModule](#)

[HVRUIPointer](#)

Class HVRGraphicRaycaster

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
UnityEngine.EventSystems.UIBehaviour
UnityEngine.EventSystems.BaseRaycaster
UnityEngine.UI.GraphicRaycaster
HVRGraphicRaycaster
```

Inherited Members

```
UnityEngine.UI.GraphicRaycaster.kNoEventMaskSet
UnityEngine.UI.GraphicRaycaster.m_BlockingMask
UnityEngine.UI.GraphicRaycaster.Raycast(UnityEngine.EventSystems.PointerEventData,
System.Collections.Generic.List<UnityEngine.EventSystems.RaycastResult>)
UnityEngine.UI.GraphicRaycaster.sortOrderPriority
UnityEngine.UI.GraphicRaycaster.renderOrderPriority
UnityEngine.UI.GraphicRaycaster.ignoreReversedGraphics
UnityEngine.UI.GraphicRaycaster.blockingObjects
UnityEngine.UI.GraphicRaycaster.eventCamera
UnityEngine.EventSystems.BaseRaycaster.ToString()
UnityEngine.EventSystems.BaseRaycaster.OnEnable()
UnityEngine.EventSystems.BaseRaycaster.OnDisable()
UnityEngine.EventSystems.BaseRaycaster.OnCanvasHierarchyChanged()
UnityEngine.EventSystems.BaseRaycaster.OnTransformParentChanged()
UnityEngine.EventSystems.BaseRaycaster.priority
UnityEngine.EventSystems.BaseRaycaster.rootRaycaster
UnityEngine.EventSystems.UIBehaviour.Awake()
UnityEngine.EventSystems.UIBehaviour.Start()
UnityEngine.EventSystems.UIBehaviour.OnDestroy()
UnityEngine.EventSystems.UIBehaviour.IsActive()
UnityEngine.EventSystems.UIBehaviour.OnValidate()
UnityEngine.EventSystems.UIBehaviour.Reset()
UnityEngine.EventSystems.UIBehaviour.OnRectTransformDimensionsChange()
UnityEngine.EventSystems.UIBehaviour.OnBeforeTransformParentChanged()
UnityEngine.EventSystems.UIBehaviour.OnDidApplyAnimationProperties()
UnityEngine.EventSystems.UIBehaviour.OnCanvasGroupChanged()
UnityEngine.EventSystems.UIBehaviour.IsDestroyed()
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
```

```
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
```

UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.UI](#)

Assembly: [HurricaneVR.Framework.dll](#)

Syntax

```
public class HVRGraphicRaycaster : GraphicRaycaster
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRInputModule

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
UnityEngine.EventSystems.UIBehaviour
UnityEngine.EventSystems.BaseInputModule
UnityEngine.EventSystems.PointerInputModule
HVRInputModule
```

Inherited Members

```
UnityEngine.EventSystems.PointerInputModule.kMouseLeftId
UnityEngine.EventSystems.PointerInputModule.kMouseRightId
UnityEngine.EventSystems.PointerInputModule.kMouseMiddleId
UnityEngine.EventSystems.PointerInputModule.kFakeTouchesId
UnityEngine.EventSystems.PointerInputModule.m_PointerData
UnityEngine.EventSystems.PointerInputModule.GetPointerData(System.Int32, UnityEngine.EventSystems.PointerEventData,
System.Boolean)
UnityEngine.EventSystems.PointerInputModule.RemovePointerData(UnityEngine.EventSystems.PointerEventData)
UnityEngine.EventSystems.PointerInputModule.GetTouchPointerEventData(UnityEngine.Touch, System.Boolean, System.Boolean)
UnityEngine.EventSystems.PointerInputModule.CopyTo(UnityEngine.EventSystems.PointerEventData,
UnityEngine.EventSystems.PointerEventData)
UnityEngine.EventSystems.PointerInputModule.StateForMouseButton(System.Int32)
UnityEngine.EventSystems.PointerInputModule.GetMousePointerEventData()
UnityEngine.EventSystems.PointerInputModule.GetMousePointerEventData(System.Int32)
UnityEngine.EventSystems.PointerInputModule.GetLastPointerEventData(System.Int32)
UnityEngine.EventSystems.PointerInputModule.ProcessMove(UnityEngine.EventSystems.PointerEventData)
UnityEngine.EventSystems.PointerInputModule.IsPointerOverGameObject(System.Int32)
UnityEngine.EventSystems.PointerInputModule.ClearSelection()
UnityEngine.EventSystems.PointerInputModule.ToString()
UnityEngine.EventSystems.PointerInputModule.DeselectIfSelectionChanged(UnityEngine.GameObject,
UnityEngine.EventSystems.BaseEventData)
UnityEngine.EventSystems.BaseInputModule.m_RaycastResultCache
UnityEngine.EventSystems.BaseInputModule.m_InputOverride
UnityEngine.EventSystems.BaseInputModule.OnEnable()
UnityEngine.EventSystems.BaseInputModule.OnDisable()
UnityEngine.EventSystems.BaseInputModule.FindFirstRaycast(System.Collections.Generic.List<UnityEngine.EventSystems.RaycastResult>)
UnityEngine.EventSystems.BaseInputModule.DetermineMoveDirection(System.Single, System.Single)
UnityEngine.EventSystems.BaseInputModule.DetermineMoveDirection(System.Single, System.Single, System.Single)
UnityEngine.EventSystems.BaseInputModule.FindCommonRoot(UnityEngine.GameObject, UnityEngine.GameObject)
UnityEngine.EventSystems.BaseInputModule.HandlePointerExitAndEnter(UnityEngine.EventSystems.PointerEventData,
UnityEngine.GameObject)
UnityEngine.EventSystems.BaseInputModule.GetAxisEventData(System.Single, System.Single, System.Single)
UnityEngine.EventSystems.BaseInputModule.GetBaseEventData()
UnityEngine.EventSystems.BaseInputModule.ShouldActivateModule()
UnityEngine.EventSystems.BaseInputModule.DeactivateModule()
UnityEngine.EventSystems.BaseInputModule.ActivateModule()
UnityEngine.EventSystems.BaseInputModule.UpdateModule()
UnityEngine.EventSystems.BaseInputModule.IsModuleSupported()
UnityEngine.EventSystems.BaseInputModule.input
UnityEngine.EventSystems.BaseInputModule.inputOverride
UnityEngine.EventSystems.BaseInputModule.eventSystem
```

```
UnityEngine.EventSystems.UIBehaviour.Start()
UnityEngine.EventSystems.UIBehaviour.OnDestroy()
UnityEngine.EventSystems.UIBehaviour.IsActive()
UnityEngine.EventSystems.UIBehaviour.OnValidate()
UnityEngine.EventSystems.UIBehaviour.Reset()
UnityEngine.EventSystems.UIBehaviour.OnRectTransformDimensionsChange()
UnityEngine.EventSystems.UIBehaviour.OnBeforeTransformParentChanged()
UnityEngine.EventSystems.UIBehaviour.OnTransformParentChanged()
UnityEngine.EventSystems.UIBehaviour.OnDidApplyAnimationProperties()
UnityEngine.EventSystems.UIBehaviour.OnCanvasGroupChanged()
UnityEngine.EventSystems.UIBehaviour.OnCanvasHierarchyChanged()
UnityEngine.EventSystems.UIBehaviour.IsDestroyed()
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
```

UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.UI](#)

Assembly: [HurricaneVR.Framework.dll](#)

Syntax

```
public class HVRInputModule : PointerInputModule
```

Fields

AngleDragThreshold

Declaration

```
[Tooltip("Angle the pointer has to move before a drag starts, too low and click events on a scroll rect will not execute")]
public float AngleDragThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxDistance

Declaration

```
public float MaxDistance
```

Field Value

TYPE	DESCRIPTION
System.Single	

PressButton

Declaration

```
[Tooltip("Button used to toggle presses.")]
public HVRButtons PressButton
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRButtons	

UICanvases

Declaration

```
[Tooltip("Canvases for UI pointer interaction.")]
public List<Canvas> UICanvases
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<UnityEngine.Canvas>	

Properties

Instance

Declaration

```
public static HVRInputModule Instance { get; }
```

Property Value

TYPE	DESCRIPTION
HVRInputModule	

Pointers

Declaration

```
public List<HVRUIPointer> Pointers { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List< HVRUIPointer >	

Methods

AddCanvas(Canvas)

Declaration

```
public void AddCanvas(Canvas canvas)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Canvas	canvas	

AddPointer(HVRUIPointer)

Declaration

```
public void AddPointer(HVRUIPointer pointer)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRUIPointer	pointer	

Awake()

Declaration

```
protected override void Awake()
```

Overrides

UnityEngine.EventSystems.UIBehaviour.Awake()

Process()

Declaration

```
public override void Process()
```

Overrides

UnityEngine.EventSystems.BaseInputModule.Process()

ProcessDrag(PointerEventData)

Declaration

```
protected override void ProcessDrag(PointerEventData eventData)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.EventSystems.PointerEventData	eventData	

Overrides

UnityEngine.EventSystems.PointerInputModule.ProcessDrag(UnityEngine.EventSystems.PointerEventData)

RemoveCanvas(Canvas)

Declaration

```
public void RemoveCanvas(Canvas canvas)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Canvas	canvas	

SendUpdateEventToSelectedObject()

Declaration

```
protected bool SendUpdateEventToSelectedObject()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRUIPointer

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRUIPointer
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.UI](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(LineRenderer))]  
[RequireComponent(typeof(Camera))]  
public class HVRUIPointer : MonoBehaviour
```

Fields

CurrentUIElement

Declaration

```
public GameObject CurrentUIElement
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

HandSide

Declaration

```
public HVRHandSide HandSide
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRHandSide	

InputModule

Declaration

```
public HVRIInputModule InputModule
```

Field Value

TYPE	DESCRIPTION
HVRIInputModule	

Properties

Camera

Declaration

```
public Camera Camera { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Camera	

Controller

Declaration

```
public HVRController Controller { get; }
```

Property Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRController	

Pointer

Declaration

```
public LineRenderer Pointer { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.LineRenderer	

PointerEventData

Declaration

```
public PointerEventData PointerEventData { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.EventSystems.PointerEventData	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Namespace HurricaneVR.Framework.Core.Utils

Classes

[AxisLines](#)

[ConfigurableJointExtensions](#)

[DebugTools](#)

[DebugVR](#)

Debug Tool for viewing logs in VR

[DrawIfAttribute](#)

[EnumFlagAttribute](#)

[Extensions](#)

[fts](#)

[HVRComments](#)

[HVRConstants](#)

[HVRHandColliderController](#)

[HVRJointUtilities](#)

[HVRObjectCollisionDisabler](#)

[HVRShoulderGrabber](#)

[HVRShoulderSocket](#)

[HVRTimeEvent](#)

[HVRTimeManager](#)

[HVRUtilities](#)

[ItemResetter](#)

[PhysicsExtensions](#)

[PhysicsSimulation](#)

[SFXPlayer](#)

[SFXPlayer.PlayEvent](#)

[VRUtilities](#)

Structs

[PhysicsSimulation.SimulatedBody](#)

Enums

[DrawIfAttribute.DisablingType](#)

Class AxisLines

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
AxisLines
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[ExecuteInEditMode]
public class AxisLines : MonoBehaviour
```

Fields

DrawX

Declaration

```
public bool DrawX
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

DrawY

Declaration

```
public bool DrawY
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

DrawZ

Declaration

```
public bool DrawZ
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Length

Declaration

```
public float Length
```

Field Value

TYPE	DESCRIPTION
System.Single	

Extension Methods

`VRUtilities.GetRigidbody(MonoBehaviour)`

`VRUtilities.GetCopyOf<T>(Component, T)`

Class ConfigurableJointExtensions

Inheritance

System.Object
ConfigurableJointExtensions

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public static class ConfigurableJointExtensions
```

Methods

SetTargetRotation(ConfigurableJoint, Quaternion, Quaternion)

Sets a joint's targetRotation to match a given world rotation. The joint transform's world rotation must be cached on Start and passed into this method.

Declaration

```
public static void SetTargetRotation(this ConfigurableJoint joint, Quaternion targetWorldRotation, Quaternion startWorldRotation)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	
UnityEngine.Quaternion	targetWorldRotation	
UnityEngine.Quaternion	startWorldRotation	

SetTargetRotationLocal(ConfigurableJoint, Quaternion, Quaternion)

Sets a joint's targetRotation to match a given local rotation. The joint transform's local rotation must be cached on Start and passed into this method.

Declaration

```
public static void SetTargetRotationLocal(this ConfigurableJoint joint, Quaternion targetLocalRotation, Quaternion startLocalRotation)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	

TYPE	NAME	DESCRIPTION
UnityEngine.Quaternion	targetLocalRotation	
UnityEngine.Quaternion	startLocalRotation	

Class DebugTools

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
DebugTools
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class DebugTools : MonoBehaviour
```

Fields

CapVelocity

Declaration

```
public bool CapVelocity
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

MaxVelocity

Declaration

```
public float MaxVelocity
```

Field Value

TYPE	DESCRIPTION
System.Single	

Rigidbody

Declaration

```
public Rigidbody Rigidbody
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

VelocityCap

Declaration

```
public float VelocityCap
```

Field Value

TYPE	DESCRIPTION
System.Single	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

VRUtilities.GetCopyOf<T>(Component, T)

Class DebugVR

Debug Tool for viewing logs in VR

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
DebugVR
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
```

UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)

System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class DebugVR : MonoBehaviour
```

Fields

DebugPanel

Declaration

```
public Transform DebugPanel
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Properties

Instance

Declaration

```
public static DebugVR Instance { get; }
```

Property Value

TYPE	DESCRIPTION
DebugVR	

Methods

DeleteOldEntries()

Starts deleting old entries when reached max entries

Declaration

```
public void DeleteOldEntries()
```

Log(String)

Logs Debug messages

Declaration

```
public void Log(string msg)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	msg	

Log(String, Color)

Logs debug messages with input color

Declaration

```
public void Log(string msg, Color textColor)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	msg	
UnityEngine.Color	textColor	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class DrawIfAttribute

Inheritance

System.Object
System.Attribute
UnityEngine.PropertyAttribute
DrawIfAttribute

Implements

System.Runtime.InteropServices._Attribute

Inherited Members

UnityEngine.PropertyAttribute.order
System.Attribute.Equals(System.Object)
System.Attribute.GetCustomAttribute(System.Reflection.Assembly, System.Type)
System.Attribute.GetCustomAttribute(System.Reflection.Assembly, System.Type, System.Boolean)
System.Attribute.GetCustomAttribute(System.Reflection.MemberInfo, System.Type)
System.Attribute.GetCustomAttribute(System.Reflection.MemberInfo, System.Type, System.Boolean)
System.Attribute.GetCustomAttribute(System.Reflection.Module, System.Type)
System.Attribute.GetCustomAttribute(System.Reflection.Module, System.Type, System.Boolean)
System.Attribute.GetCustomAttribute(System.Reflection.ParameterInfo, System.Type)
System.Attribute.GetCustomAttribute(System.Reflection.ParameterInfo, System.Type, System.Boolean)
System.Attribute.GetCustomAttributes(System.Reflection.Assembly)
System.Attribute.GetCustomAttributes(System.Reflection.Assembly, System.Boolean)
System.Attribute.GetCustomAttributes(System.Reflection.Assembly, System.Type)
System.Attribute.GetCustomAttributes(System.Reflection.Assembly, System.Type, System.Boolean)
System.Attribute.GetCustomAttributes(System.Reflection.MemberInfo)
System.Attribute.GetCustomAttributes(System.Reflection.MemberInfo, System.Boolean)
System.Attribute.GetCustomAttributes(System.Reflection.MemberInfo, System.Type)
System.Attribute.GetCustomAttributes(System.Reflection.MemberInfo, System.Type, System.Boolean)
System.Attribute.GetCustomAttributes(System.Reflection.Module)
System.Attribute.GetCustomAttributes(System.Reflection.Module, System.Boolean)
System.Attribute.GetCustomAttributes(System.Reflection.Module, System.Type)
System.Attribute.GetCustomAttributes(System.Reflection.Module, System.Type, System.Boolean)
System.Attribute.GetCustomAttributes(System.Reflection.ParameterInfo)
System.Attribute.GetCustomAttributes(System.Reflection.ParameterInfo, System.Boolean)
System.Attribute.GetCustomAttributes(System.Reflection.ParameterInfo, System.Type)
System.Attribute.GetCustomAttributes(System.Reflection.ParameterInfo, System.Type, System.Boolean)
System.Attribute.GetHashCode()
System.Attribute.IsDefaultAttribute()
System.Attribute.IsDefined(System.Reflection.Assembly, System.Type)
System.Attribute.IsDefined(System.Reflection.Assembly, System.Type, System.Boolean)
System.Attribute.IsDefined(System.Reflection.MemberInfo, System.Type)
System.Attribute.IsDefined(System.Reflection.MemberInfo, System.Type, System.Boolean)
System.Attribute.IsDefined(System.Reflection.Module, System.Type)
System.Attribute.IsDefined(System.Reflection.Module, System.Type, System.Boolean)
System.Attribute.IsDefined(System.Reflection.ParameterInfo, System.Type)
System.Attribute.IsDefined(System.Reflection.ParameterInfo, System.Type, System.Boolean)
System.Attribute.Match(System.Object)
System.Attribute.System.Runtime.InteropServices._Attribute.GetIDsOfNames(System.Guid, System.IntPtr, System.UInt32, System.UInt32, System.IntPtr)
System.Attribute.System.Runtime.InteropServices._Attribute.GetTypeInfo(System.UInt32, System.UInt32, System.IntPtr)
System.Attribute.System.Runtime.InteropServices._Attribute.GetTypeInfoCount(System.UInt32)

```
System.Attribute.System.Runtime.InteropServices._Attribute.Invoke(System.UInt32, System.Guid, System.UInt32, System.Int16,
System.IntPtr, System.IntPtr, System.IntPtr, System.IntPtr)
System.Attribute.TypeId
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()
```

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[AttributeUsage(AttributeTargets.Property | AttributeTargets.Field, AllowMultiple = true)]
public class DrawIfAttribute : PropertyAttribute, _Attribute
```

Constructors

DrawIfAttribute(String, Object, DrawIfAttribute.DisablingType)

Only draws the field only if a condition is met. Supports enum and bools.

Declaration

```
public DrawIfAttribute(string comparedPropertyName, object comparedValue, DrawIfAttribute.DisablingType
disablingType = DrawIfAttribute.DisablingType.DontDraw)
```

Parameters

Type	Name	Description
System.String	comparedPropertyName	The name of the property that is being compared (case sensitive).
System.Object	comparedValue	The value the property is being compared to.
DrawIfAttribute.DisablingType	disablingType	The type of disabling that should happen if the condition is NOT met. Defaulted to DisablingType.DontDraw.

Properties

comparedPropertyName

Declaration

```
public string comparedPropertyName { get; }
```

Property Value

Type	Description
System.String	

comparedValue

Declaration

```
public object comparedValue { get; }
```

Property Value

TYPE	DESCRIPTION
System.Object	

disablingType

Declaration

```
public DrawIfAttribute.DisablingType disablingType { get; }
```

Property Value

TYPE	DESCRIPTION
DrawIfAttribute.DisablingType	

Implements

System.Runtime.InteropServices._Attribute

Enum DrawIfAttribute.DisablingType

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum DisablingType
```

Fields

NAME	DESCRIPTION
DontDraw	
ReadOnly	

Class EnumFlagAttribute

Inheritance

System.Object
System.Attribute
UnityEngine.PropertyAttribute
EnumFlagAttribute

Implements

System.Runtime.InteropServices._Attribute

Inherited Members

UnityEngine.PropertyAttribute.order
System.Attribute.Equals(System.Object)
System.Attribute.GetCustomAttribute(System.Reflection.Assembly, System.Type)
System.Attribute.GetCustomAttribute(System.Reflection.Assembly, System.Type, System.Boolean)
System.Attribute.GetCustomAttribute(System.Reflection.MemberInfo, System.Type)
System.Attribute.GetCustomAttribute(System.Reflection.MemberInfo, System.Type, System.Boolean)
System.Attribute.GetCustomAttribute(System.Reflection.Module, System.Type)
System.Attribute.GetCustomAttribute(System.Reflection.Module, System.Type, System.Boolean)
System.Attribute.GetCustomAttribute(System.Reflection.ParameterInfo, System.Type)
System.Attribute.GetCustomAttribute(System.Reflection.ParameterInfo, System.Type, System.Boolean)
System.Attribute.GetCustomAttributes(System.Reflection.Assembly)
System.Attribute.GetCustomAttributes(System.Reflection.Assembly, System.Boolean)
System.Attribute.GetCustomAttributes(System.Reflection.Assembly, System.Type)
System.Attribute.GetCustomAttributes(System.Reflection.Assembly, System.Type, System.Boolean)
System.Attribute.GetCustomAttributes(System.Reflection.MemberInfo)
System.Attribute.GetCustomAttributes(System.Reflection.MemberInfo, System.Boolean)
System.Attribute.GetCustomAttributes(System.Reflection.MemberInfo, System.Type)
System.Attribute.GetCustomAttributes(System.Reflection.MemberInfo, System.Type, System.Boolean)
System.Attribute.GetCustomAttributes(System.Reflection.Module)
System.Attribute.GetCustomAttributes(System.Reflection.Module, System.Boolean)
System.Attribute.GetCustomAttributes(System.Reflection.Module, System.Type)
System.Attribute.GetCustomAttributes(System.Reflection.Module, System.Type, System.Boolean)
System.Attribute.GetCustomAttributes(System.Reflection.ParameterInfo)
System.Attribute.GetCustomAttributes(System.Reflection.ParameterInfo, System.Boolean)
System.Attribute.GetCustomAttributes(System.Reflection.ParameterInfo, System.Type)
System.Attribute.GetCustomAttributes(System.Reflection.ParameterInfo, System.Type, System.Boolean)
System.Attribute.GetHashCode()
System.Attribute.IsDefaultAttribute()
System.Attribute.IsDefined(System.Reflection.Assembly, System.Type)
System.Attribute.IsDefined(System.Reflection.Assembly, System.Type, System.Boolean)
System.Attribute.IsDefined(System.Reflection.MemberInfo, System.Type)
System.Attribute.IsDefined(System.Reflection.MemberInfo, System.Type, System.Boolean)
System.Attribute.IsDefined(System.Reflection.Module, System.Type)
System.Attribute.IsDefined(System.Reflection.Module, System.Type, System.Boolean)
System.Attribute.IsDefined(System.Reflection.ParameterInfo, System.Type)
System.Attribute.IsDefined(System.Reflection.ParameterInfo, System.Type, System.Boolean)
System.Attribute.Match(System.Object)
System.Attribute.System.Runtime.InteropServices._Attribute.GetIDsOfNames(System.Guid, System.IntPtr, System.UInt32, System.UInt32, System.IntPtr)
System.Attribute.System.Runtime.InteropServices._Attribute.GetTypeInfo(System.UInt32, System.UInt32, System.IntPtr)
System.Attribute.System.Runtime.InteropServices._Attribute.GetTypeInfoCount(System.UInt32)

System.Attribute.System.Runtime.InteropServices._Attribute.Invoke(System.UInt32, System.Guid, System.UInt32, System.Int16, System.IntPtr, System.IntPtr, System.IntPtr, System.IntPtr)
System.Attribute.TypeId
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class EnumFlagAttribute : PropertyAttribute, _Attribute
```

Constructors

EnumFlagAttribute()

Declaration

```
public EnumFlagAttribute()
```

EnumFlagAttribute(String)

Declaration

```
public EnumFlagAttribute(string name)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	

Fields

enumName

Declaration

```
public string enumName
```

Field Value

TYPE	DESCRIPTION
System.String	

Implements

System.Runtime.InteropServices._Attribute

Class Extensions

Inheritance

System.Object

Extensions

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public static class Extensions
```

Methods

GetRendererBounds(Transform, Boolean)

Declaration

```
public static Bounds GetRendererBounds(this Transform transform, bool requireEnabled = true)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Transform	transform	
System.Boolean	requireEnabled	

Returns

TYPE	DESCRIPTION
UnityEngine.Bounds	

ResetLocalProps(Transform, Boolean)

Declaration

```
public static void ResetLocalProps(this Transform transform, bool resetScale = true)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Transform	transform	
System.Boolean	resetScale	

SetLayerRecursive(Transform, HVRLayers, Transform)

Declaration

```
public static void SetLayerRecursive(this Transform transform, HVRLayers layer, Transform except = null)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Transform	transform	
HurricaneVR.Framework.Shared.HVRLayers	layer	
UnityEngine.Transform	except	

SetLayerRecursive(Transform, Int32, Transform)

Declaration

```
public static void SetLayerRecursive(this Transform transform, int newLayer, Transform except = null)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Transform	transform	
System.Int32	newLayer	
UnityEngine.Transform	except	

SetLayerRecursiveEx<T>(Transform, HVRLayers, T)

Sets layer recursively until another component of type T is found then stops.

Declaration

```
public static void SetLayerRecursiveEx<T>(this Transform transform, HVRLayers layer, T component)
```

```
where T : Component
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Transform	transform	
HurricaneVR.Framework.Shared.HVRLayers	layer	
T	component	

Type Parameters

NAME	DESCRIPTION
T	

SetLayerRecursiveEx<T>(Transform, Int32, T)

Sets layer recursively until another component of type T is found then stops.

Declaration

```
public static void SetLayerRecursiveEx<T>(this Transform transform, int newLayer, T king)  
    where T : Component
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Transform	transform	
System.Int32	newLayer	
T	king	

Type Parameters

NAME	DESCRIPTION
T	

SetLayerTimeout(Transform, HVRLayers, Single)

Declaration

```
public static IEnumerator SetLayerTimeout(Transform transform, HVRLayers layer, float timeout)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Transform	transform	
HurricaneVR.Framework.Shared.HVRLayers	layer	
System.Single	timeout	

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

Class fts

Inheritance

System.Object
fts

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class fts
```

Methods

ballistic_range(Single, Single, Single)

Declaration

```
public static float ballistic_range(float speed, float gravity, float initial_height)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	speed	
System.Single	gravity	
System.Single	initial_height	

Returns

TYPE	DESCRIPTION
System.Single	

IsZero(Double)

Declaration

```
public static bool IsZero(double d)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Double	d	

Returns

TYPE	DESCRIPTION
System.Boolean	

solve_ballistic_arc(Vector3, Single, Vector3, Single, out Vector3, out Vector3)

Declaration

```
public static int solve_ballistic_arc(Vector3 proj_pos, float proj_speed, Vector3 target, float gravity, out
Vector3 s0, out Vector3 s1)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	proj_pos	
System.Single	proj_speed	
UnityEngine.Vector3	target	
System.Single	gravity	
UnityEngine.Vector3	s0	
UnityEngine.Vector3	s1	

Returns

TYPE	DESCRIPTION
System.Int32	

solve_ballistic_arc(Vector3, Single, Vector3, Vector3, Single, out Vector3, out Vector3)

Declaration

```
public static int solve_ballistic_arc(Vector3 proj_pos, float proj_speed, Vector3 target_pos, Vector3
target_velocity, float gravity, out Vector3 s0, out Vector3 s1)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	proj_pos	
System.Single	proj_speed	
UnityEngine.Vector3	target_pos	
UnityEngine.Vector3	target_velocity	
System.Single	gravity	
UnityEngine.Vector3	s0	

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	s1	

Returns

TYPE	DESCRIPTION
System.Int32	

solve_ballistic_arc_lateral(Boolean, Vector3, Single, Vector3, Single, out Vector3, out Single)

Declaration

```
public static bool solve_ballistic_arc_lateral(bool isSpeed, Vector3 proj_pos, float speedOrTime, Vector3 target_pos, float max_height, out Vector3 fire_velocity, out float gravity)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isSpeed	
UnityEngine.Vector3	proj_pos	
System.Single	speedOrTime	
UnityEngine.Vector3	target_pos	
System.Single	max_height	
UnityEngine.Vector3	fire_velocity	
System.Single	gravity	

Returns

TYPE	DESCRIPTION
System.Boolean	

solve_ballistic_arc_lateral(Vector3, Single, Vector3, Vector3, Single, out Vector3, out Single, out Vector3)

Declaration

```
public static bool solve_ballistic_arc_lateral(Vector3 proj_pos, float lateral_speed, Vector3 target, Vector3 target_velocity, float max_height_offset, out Vector3 fire_velocity, out float gravity, out Vector3 impact_point)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	proj_pos	
System.Single	lateral_speed	

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	target	
UnityEngine.Vector3	target_velocity	
System.Single	max_height_offset	
UnityEngine.Vector3	fire_velocity	
System.Single	gravity	
UnityEngine.Vector3	impact_point	

Returns

TYPE	DESCRIPTION
System.Boolean	

SolveCubic(Double, Double, Double, Double, out Double, out Double, out Double)

Declaration

```
public static int SolveCubic(double c0, double c1, double c2, double c3, out double s0, out double s1, out double s2)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Double	c0	
System.Double	c1	
System.Double	c2	
System.Double	c3	
System.Double	s0	
System.Double	s1	
System.Double	s2	

Returns

TYPE	DESCRIPTION
System.Int32	

SolveQuadratic(Double, Double, Double, out Double, out Double)

Declaration

```
public static int SolveQuadratic(double c0, double c1, double c2, out double s0, out double s1)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Double	c0	
System.Double	c1	
System.Double	c2	
System.Double	s0	
System.Double	s1	

Returns

TYPE	DESCRIPTION
System.Int32	

SolveQuartic(Double, Double, Double, Double, Double, out Double, out Double, out Double, out Double)

Declaration

```
public static int SolveQuartic(double c0, double c1, double c2, double c3, double c4, out double s0, out double s1, out double s2, out double s3)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Double	c0	
System.Double	c1	
System.Double	c2	
System.Double	c3	
System.Double	c4	
System.Double	s0	
System.Double	s1	
System.Double	s2	
System.Double	s3	

Returns

TYPE	DESCRIPTION
System.Int32	

Class HVRComments

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRComments
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`
`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Core.Utils](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRComments : MonoBehaviour
```

Fields

`text`

Declaration

```
[Multiline]
public string text
```

Field Value

TYPE	DESCRIPTION
System.String	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRConstants

Inheritance

System.Object

HVRConstants

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public static class HVRConstants
```

Fields

DefaultGrabbableMask

Declaration

```
public const int DefaultGrabbableMask = 1048576
```

Field Value

TYPE	DESCRIPTION
System.Int32	

DefaultHandMask

Declaration

```
public const int DefaultHandMask = 2097152
```

Field Value

TYPE	DESCRIPTION
System.Int32	

DefaultPlayerMask

Declaration

```
public const int DefaultPlayerMask = 256
```

Field Value

TYPE	DESCRIPTION
System.Int32	

DynamicPose

Declaration

```
public const int DynamicPose = 22
```

Field Value

TYPE	DESCRIPTION
System.Int32	

GrabbableLayer

Declaration

```
public const int GrabbableLayer = 20
```

Field Value

TYPE	DESCRIPTION
System.Int32	

HandLayer

Declaration

```
public const int HandLayer = 21
```

Field Value

TYPE	DESCRIPTION
System.Int32	

PlayerHandGrabbableMask

Declaration

```
public const int PlayerHandGrabbableMask = 3145984
```

Field Value

TYPE	DESCRIPTION
System.Int32	

PlayerLayer

Declaration

```
public const int PlayerLayer = 8
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Class HVRHandColliderController

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRHandColliderController
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Utils](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRHandColliderController : MonoBehaviour
```

Fields

EnableArmCapsule

Declaration

```
[Header("Lower Arm Capsule")]
[Tooltip("Janky, not really ready for use yet, breaks down when climbing stuff.")]
public bool EnableArmCapsule
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

HandCurve

Declaration

```
public AnimationCurve HandCurve
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AnimationCurve	

LeftForearmCapsule

Declaration

```
public CapsuleCollider LeftForearmCapsule
```

Field Value

TYPE	DESCRIPTION
UnityEngine.CapsuleCollider	

LeftHand

Declaration

```
public Transform LeftHand
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

LeftHandBox

Declaration

```
public BoxCollider LeftHandBox
```

Field Value

TYPE	DESCRIPTION
UnityEngine.BoxCollider	

LeftHandShrink

Declaration

```
public float LeftHandShrink
```

Field Value

TYPE	DESCRIPTION
System.Single	

LeftLowerArm

Declaration

```
public Transform LeftLowerArm
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

LeftParent

Declaration

```
public Transform LeftParent
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

LeftPosableHand

Declaration

```
public HVRPosableHand LeftPosableHand
```

Field Value

TYPE	DESCRIPTION
HVRPosableHand	

LengthFactor

Declaration

```
public float LengthFactor
```

Field Value

TYPE	DESCRIPTION
System.Single	

Radius

Declaration

```
public float Radius
```

Field Value

TYPE	DESCRIPTION
System.Single	

RightForearmCapsule

Declaration

```
public CapsuleCollider RightForearmCapsule
```

Field Value

TYPE	DESCRIPTION
UnityEngine.CapsuleCollider	

RightHand

Declaration

```
public Transform RightHand
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

RightHandBox

Declaration

```
public BoxCollider RightHandBox
```

Field Value

TYPE	DESCRIPTION
UnityEngine.BoxCollider	

RightHandShrink

Declaration

```
public float RightHandShrink
```

Field Value

TYPE	DESCRIPTION
System.Single	

RightLowerArm

Declaration

```
public Transform RightLowerArm
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

RightParent

Declaration

```
public Transform RightParent
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

RightPosableHand

Declaration

```
public HVRPosableHand RightPosableHand
```

Field Value

TYPE	DESCRIPTION
HVRPosableHand	

SetupAnimator

Declaration

```
public Animator SetupAnimator
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Animator	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRJointUtilities

Inheritance

System.Object
HVRJointUtilities

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public static class HVRJointUtilities
```

Methods

LimitAngularXMotion(ConfigurableJoint)

Declaration

```
public static void LimitAngularXMotion(this ConfigurableJoint joint)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	

LimitAngularYMotion(ConfigurableJoint)

Declaration

```
public static void LimitAngularYMotion(this ConfigurableJoint joint)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	

LimitAngularZMotion(ConfigurableJoint)

Declaration

```
public static void LimitAngularZMotion(this ConfigurableJoint joint)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	

LimitXMotion(ConfigurableJoint)

Declaration

```
public static void LimitXMotion(this ConfigurableJoint joint)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	

LimitYMotion(ConfigurableJoint)

Declaration

```
public static void LimitYMotion(this ConfigurableJoint joint)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	

LimitZMotion(ConfigurableJoint)

Declaration

```
public static void LimitZMotion(this ConfigurableJoint joint)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	

LockAllAngularMotion(ConfigurableJoint)

Declaration

```
public static void LockAllAngularMotion(this ConfigurableJoint joint)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	

LockAngularXMotion(ConfigurableJoint)

Declaration

```
public static void LockAngularXMotion(this ConfigurableJoint joint)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	

LockAngularYMotion(ConfigurableJoint)

Declaration

```
public static void LockAngularYMotion(this ConfigurableJoint joint)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	

LockAngularZMotion(ConfigurableJoint)

Declaration

```
public static void LockAngularZMotion(this ConfigurableJoint joint)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	

LockLinearMotion(ConfigurableJoint)

Declaration

```
public static void LockLinearMotion(this ConfigurableJoint joint)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	

LockXMotion(ConfigurableJoint)

Declaration

```
public static void LockXMotion(this ConfigurableJoint joint)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	

LockYMotion(ConfigurableJoint)

Declaration

```
public static void LockYMotion(this ConfigurableJoint joint)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	

LockZMotion(ConfigurableJoint)

Declaration

```
public static void LockZMotion(this ConfigurableJoint joint)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	

SetAngularXDrive(ConfigurableJoint, Single, Single, Single)

Declaration

```
public static void SetAngularXDrive(this ConfigurableJoint joint, float spring, float damper, float maxforce)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	
System.Single	spring	
System.Single	damper	
System.Single	maxforce	

SetAngularXHighLimit(ConfigurableJoint, Single, Single, Single)

Declaration

```
public static void SetAngularXHighLimit(this ConfigurableJoint joint, float limit, float bounciness = 0F, float contactDistance = 0F)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	
System.Single	limit	
System.Single	bounciness	
System.Single	contactDistance	

SetAngularXLowLimit(ConfigurableJoint, Single, Single, Single)

Declaration

```
public static void SetAngularXLowLimit(this ConfigurableJoint joint, float limit, float bounciness = 0F, float contactDistance = 0F)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	
System.Single	limit	

TYPE	NAME	DESCRIPTION
System.Single	bounciness	
System.Single	contactDistance	

SetLinearDrive(ConfigurableJoint, Single, Single, Single)

Declaration

```
public static void SetLinearDrive(this ConfigurableJoint joint, float spring, float damper, float maxforce)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	
System.Single	spring	
System.Single	damper	
System.Single	maxforce	

SetLinearLimit(ConfigurableJoint, Single, Single, Single)

Declaration

```
public static void SetLinearLimit(this ConfigurableJoint joint, float limit, float bounciness = 0F, float contactDistance = 0.01F)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	
System.Single	limit	
System.Single	bounciness	
System.Single	contactDistance	

SetSlerpDrive(ConfigurableJoint, Single, Single, Single)

Declaration

```
public static void SetSlerpDrive(this ConfigurableJoint joint, float spring, float damper, float maxforce)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	
System.Single	spring	

TYPE	NAME	DESCRIPTION
System.Single	damper	
System.Single	maxforce	

SetXDrive(ConfigurableJoint, Single, Single, Single)

Declaration

```
public static void SetXDrive(this ConfigurableJoint joint, float spring, float damper, float maxforce)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	
System.Single	spring	
System.Single	damper	
System.Single	maxforce	

SetYDrive(ConfigurableJoint, Single, Single, Single)

Declaration

```
public static void SetYDrive(this ConfigurableJoint joint, float spring, float damper, float maxforce)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	
System.Single	spring	
System.Single	damper	
System.Single	maxforce	

SetZDrive(ConfigurableJoint, Single, Single, Single)

Declaration

```
public static void SetZDrive(this ConfigurableJoint joint, float spring, float damper, float maxforce)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ConfigurableJoint	joint	
System.Single	spring	
System.Single	damper	

TYPE	NAME	DESCRIPTION
System.Single	maxforce	

Class HVRObjectCollisionDisabler

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRObjectCollisionDisabler
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`

`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRObjectCollisionDisabler : MonoBehaviour
```

Fields

IncludeTriggers

Declaration

```
public bool IncludeTriggers
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Transforms

Declaration

```
public List<Transform> Transforms
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<UnityEngine.Transform>	

TriggersOnly

Declaration

```
public bool TriggersOnly
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRShoulderGrabber

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine	MonoBehaviour
HVRGrabberBase
HVRSocketContainerGrabber
HVRShoulderGrabber
```

Inherited Members

```
HVRSocketContainerGrabber.SocketContainer
HVRSocketContainerGrabber.GrabbleMustBeHeld
HVRSocketContainerGrabber.IsGrabActivated
HVRSocketContainerGrabber.AllowSwap
HVRSocketContainerGrabber.Start()
HVRSocketContainerGrabber.CanGrab(HVRGrabbable)
HVRSocketContainerGrabber.OnHoverEnter(HVRGrabbable)
HVRSocketContainerGrabber.OnHoverExit(HVRGrabbable)
HVRSocketContainerGrabber.OnGrabbed(HVRGrabArgs)
HVRGrabberBase.BeforeGrabbed
HVRGrabberBase.Grabbed
HVRGrabberBase.Released
HVRGrabberBase.BeforeHoverEnter
HVRGrabberBase.HoverEnter
HVRGrabberBase.HoverExit
HVRGrabberBase.GrabBags
HVRGrabberBase.ControllerRotation
HVRGrabberBase.AllowHovering
HVRGrabberBase.AllowGrabbing
HVRGrabberBase.IsGrabbing
HVRGrabberBase.IsHovering
HVRGrabberBase.HoverTarget
HVRGrabberBase.GrabbedTarget
HVRGrabberBase.IsHoldActive
HVRGrabberBase.IsHandGrabber
HVRGrabberBase.IsSocket
HVRGrabberBase.Rigidbody
HVRGrabberBase._grabPoint
HVRGrabberBase.GrabPoint
HVRGrabberBase.JointAnchorWorldPosition
HVRGrabberBase.Velocity
HVRGrabberBase.IsMine
HVRGrabberBase.PerformUpdate
HVRGrabberBase.PullingGrabbable
HVRGrabberBase.OnEnable()
HVRGrabberBase.OnDisable()
HVRGrabberBase.OnDestroy()
HVRGrabberBase.Update()
HVRGrabberBase.FixedUpdate()
```

HVRGrabberBase.CheckRelease()
HVRGrabberBase.ForceRelease()
HVRGrabberBase.HandSwapRelease()
HVRGrabberBase.IsValidGrabbable(HVRGrabbable)
HVRGrabberBase.GetClosestGrabbable()
HVRGrabberBase.GetClosestGrabbable(Predicate<HVRGrabbable>)
HVRGrabberBase.CheckGrab()
HVRGrabberBase.TryGrab(HVRGrabbable, Boolean)
HVRGrabberBase.TryGrabNoEvents(HVRGrabbable, Boolean)
HVRGrabberBase.CheckForceRelease(HVRGrabbable)
HVRGrabberBase.GrabGrabbable(HVRGrabberBase, HVRGrabbable, Boolean)
HVRGrabberBase.OnBeforeGrabbed(HVRGrabArgs)
HVRGrabberBase.OnAfterGrabbed(HVRGrabbable)
HVRGrabberBase.CheckUnHover()
HVRGrabberBase.ClosestValidHover(Boolean)
HVRGrabberBase.ClosestValidHover()
HVRGrabberBase.CheckHover()
HVRGrabberBase.OnBeforeHover(HVRGrabbable)
HVRGrabberBase.OnAfterHover(HVRGrabbable)
HVRGrabberBase.HoverGrabbable(HVRGrabberBase, HVRGrabbable)
HVRGrabberBase.UnhoverGrabbable(HVRGrabberBase, HVRGrabbable)
HVRGrabberBase.OnReleased(HVRGrabbable)
HVRGrabberBase.OnGrabbableDestroyed(HVRGrabbable)
HVRGrabberBase.CheckForLineOfSight(Vector3, HVRGrabbable, LayerMask, Single, Boolean)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()

UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)

UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRShoulderGrabber : HVRSocketContainerGrabber
```

Methods

[CanHover\(HVRGrabbable\)](#)

Declaration

```
public override bool CanHover(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRSocketContainerGrabber.CanHover\(HVRGrabbable\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRShoulderSocket

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine	MonoBehaviour
HVRGrabberBase
HVRSocket
HVRShoulderSocket
```

Inherited Members

```
HVRSocket.GrabControl
HVRSocket.GrabDetectionType
HVRSocket.CheckHandOverlap
HVRSocket.ReleasesOnHover
HVRSocket.HoldType
HVRSocket.AutoSpawnPrefab
HVRSocket.GrabTimeout
HVRSocket.GrabbableMustBeHeld
HVRSocket.GrabsFromHand
HVRSocket.HoverActions
HVRSocket.HandGrabActions
HVRSocket.ParentDisablesGrab
HVRSocket.ParentGrabbable
HVRSocket.CanRemoveGrabbable
HVRSocket.ScaleGrabbable
HVRSocket.Size
HVRSocket.CanGrabStabbingGrabbable
HVRSocket.AudioGrabbedOverride
HVRSocket.AudioReleasedOverride
HVRSocket.AudioGrabbedFallback
HVRSocket.AudioReleasedFallback
HVRSocket.SocketFilters
HVRSocket.FilterCondition
HVRSocket.DistanceSource
HVRSocket.SpawnedPrefab
HVRSocket.DebugScale
HVRSocket._previousParent
HVRSocket._previousScale
HVRSocket._modelBounds
HVRSocket._appQuitting
HVRSocket._timeoutGrabbable
HVRSocket._mass
HVRSocket._hadRigidBody
HVRSocket._ignoreGrabSFX
HVRSocket._fixPositionRoutine
HVRSocket.LinkedGrabbable
HVRSocket.IsGrabActivated
HVRSocket.IsHoldActive
HVRSocket.AllowSwap
```

HVRSocket.CanInteract
HVRSocket.IsSocket
HVRSocket.CanAddGrabbable
HVRSocket.Start()
HVRSocket.CheckAutoSpawn()
HVRSocket.Update()
HVRSocket.CheckHover()
HVRSocket.OnHoverEnter(HVRGrabbable)
HVRSocket.OnHandGrabberEntered()
HVRSocket.OnHandGrabberExited()
HVRSocket.OnHoverGrabbableReleased(HVRGrabberBase, HVRGrabbable)
HVRSocket.OnHoverExit(HVRGrabbable)
HVRSocket.CheckGrab()
HVRSocket.CanGrab(HVRGrabbable)
HVRSocket.CanGrabEx(HVRGrabbable)
HVRSocket.IsValid(HVRGrabbable)
HVRSocket.OnBeforeHover(HVRGrabbable)
HVRSocket.OnAfterHover(HVRGrabbable)
HVRSocket.OnGrabbed(HVRGrabArgs)
HVRSocket.GetPositionOffset(HVRGrabbable)
HVRSocket.GetRotationOffset(HVRGrabbable)
HVRSocket.GetTargetPosition(HVRGrabbable)
HVRSocket.GetTargetRotation(HVRGrabbable)
HVRSocket.OnGrabbableParented(HVRGrabbable)
HVRSocket.PositionGrabbable(HVRGrabbable)
HVRSocket.RotateGrabbable(HVRGrabbable)
HVRSocket.HandleRigidBodyGrab(HVRGrabbable)
HVRSocket.CleanupRigidBody(HVRGrabbable)
HVRSocket.PlaySocketedSFX(HVRSocketable)
HVRSocket.PlayUnsocketedSFX(HVRGrabbable)
HVRSocket.PlaySFX(AudioClip)
HVRSocket.UpdateScale(HVRGrabbable)
HVRSocket.OnReleased(HVRGrabbable)
HVRSocket.CanGrabbableBeRemoved(HVRHandGrabber)
HVRSocket.GrabTimeoutRoutine(HVRGrabbable)
HVRSocket.TryGrab(HVRGrabbable, Boolean, Boolean)
HVRSocket.GetDistanceToGrabber(Vector3)
HVRSocket.GetSquareDistanceToGrabber(Vector3)
HVRGrabberBase.BeforeGrabbed
HVRGrabberBase.Grabbed
HVRGrabberBase.Released
HVRGrabberBase.BeforeHoverEnter
HVRGrabberBase.HoverEnter
HVRGrabberBase.HoverExit
HVRGrabberBase.GrabBags
HVRGrabberBase.ControllerRotation
HVRGrabberBase.AllowHovering
HVRGrabberBase.AllowGrabbing
HVRGrabberBase.IsGrabbing
HVRGrabberBase.IsHovering
HVRGrabberBase.HoverTarget
HVRGrabberBase.GrabbedTarget

HVRGrabberBase.IsHandGrabber
HVRGrabberBase.Rigidbody
HVRGrabberBase._grabPoint
HVRGrabberBase.GrabPoint
HVRGrabberBase.JointAnchorWorldPosition
HVRGrabberBase.Velocity
HVRGrabberBase.IsMine
HVRGrabberBase.PerformUpdate
HVRGrabberBase.PullingGrabbable
HVRGrabberBase.OnEnable()
HVRGrabberBase.OnDisable()
HVRGrabberBase.OnDestroy()
HVRGrabberBase.FixedUpdate()
HVRGrabberBase.CheckRelease()
HVRGrabberBase.ForceRelease()
HVRGrabberBase.HandSwapRelease()
HVRGrabberBase.IsValidGrabbable(HVRGrabbable)
HVRGrabberBase.GetClosestGrabbable()
HVRGrabberBase.GetClosestGrabbable(Predicate<HVRGrabbable>)
HVRGrabberBase.TryGrab(HVRGrabbable, Boolean)
HVRGrabberBase.TryGrabNoEvents(HVRGrabbable, Boolean)
HVRGrabberBase.CheckForceRelease(HVRGrabbable)
HVRGrabberBase.GrabGrabbable(HVRGrabberBase, HVRGrabbable, Boolean)
HVRGrabberBase.OnBeforeGrabbed(HVRGrabArgs)
HVRGrabberBase.OnAfterGrabbed(HVRGrabbable)
HVRGrabberBase.CheckUnHover()
HVRGrabberBase.ClosestValidHover(Boolean)
HVRGrabberBase.ClosestValidHover()
HVRGrabberBase.HoverGrabbable(HVRGrabberBase, HVRGrabbable)
HVRGrabberBase.UnhoverGrabbable(HVRGrabberBase, HVRGrabbable)
HVRGrabberBase.OnGrabbableDestroyed(HVRGrabbable)
HVRGrabberBase.CheckForLineOfSight(Vector3, HVRGrabbable, LayerMask, Single, Boolean)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)

```
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
```

UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRShoulderSocket : HVRSocket
```

Methods

[CanHover\(HVRGrabbable\)](#)

Declaration

```
public override bool CanHover(HVRGrabbable grabbable)
```

Parameters

Type	Name	Description
HVRGrabbable	grabbable	

Returns

Type	Description
System.Boolean	

Overrides

[HVRSocket.CanHover\(HVRGrabbable\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRTimeEvent

Inheritance

System.Object
UnityEngine.Events.UnityEventBase
UnityEngine.Events.UnityEvent<System.Single>
HVRTimeEvent

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<System.Single>.AddListener(UnityEngine.Events.UnityAction<System.Single>)
UnityEngine.Events.UnityEvent<System.Single>.RemoveListener(UnityEngine.Events.UnityAction<System.Single>)
UnityEngine.Events.UnityEvent<System.Single>.FindMethod_Impl(System.String, System.Object)
UnityEngine.Events.UnityEvent<System.Single>.Invoke(System.Single)
UnityEngine.Events.UnityEventBase.UnityEventBase.ISerializationCallbackReceiver.OnBeforeSerialize()
UnityEngine.Events.UnityEventBase.UnityEventBase.ISerializationCallbackReceiver.OnAfterDeserialize()
UnityEngine.Events.UnityEventBase.GetPersistentEventCount()
UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)
UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)
UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)
UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveAllListeners()
UnityEngine.Events.UnityEventBase.Invoke(System.Object[])
UnityEngine.Events.UnityEventBase.ToString()
UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object,
UnityEngine.Events.PersistentListenerMode)
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object,
UnityEngine.Events.PersistentListenerMode, System.Type)
UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[Serializable]
public class HVRTimeEvent : UnityEvent<float>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Class HVRTimeManager

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRTimeManager
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Utils](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRTIMEManager : MonoBehaviour
```

Fields

Debug

Declaration

```
[Header("Debug")]
public bool Debug
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

DebugRefreshRate

Declaration

```
public float DebugRefreshRate
```

Field Value

TYPE	DESCRIPTION
System.Single	

DebugTimeScale

Declaration

```
public float DebugTimeScale
```

Field Value

TYPE	DESCRIPTION
System.Single	

FrameSamples

Declaration

```
[Tooltip("Amount of frames to average time step over")]
public int FrameSamples
```

Field Value

TYPE	DESCRIPTION
System.Int32	

MaxTimeStep

Declaration

```
[Tooltip("Maximum time step allowed")]
public int MaxTimeStep
```

Field Value

TYPE	DESCRIPTION
System.Int32	

MinTimeStep

Declaration

```
[Tooltip("Minimum time step allowed")]
public int MinTimeStep
```

Field Value

TYPE	DESCRIPTION
System.Int32	

ResumeImmediately

Declaration

```
public bool ResumeImmediately
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

SlowDown

Declaration

```
public bool SlowDown
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

SlowImmediately

Declaration

```
public bool SlowImmediately
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

SmoothFixedTimeStep

Declaration

```
[Header("Smoothing Settings")]
[Tooltip("If true, the fixed time step will be averaged by FPS")]
public bool SmoothFixedTimeStep
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

TimedSlowed

Declaration

```
[Tooltip("Called when slow motion is requested with the amount of time until full slow motion takes effect")]
public HVRTTimeEvent TimedSlowed
```

Field Value

TYPE	DESCRIPTION
HVRTTimeEvent	

TimeResumed

Declaration

```
[Tooltip("Called when time is requested to reset with the amount of time until timescale is reset")]
public HVRTTimeEvent TimeResumed
```

Field Value

TYPE	DESCRIPTION
HVRTTimeEvent	

TimeScale

Declaration

```
[Header("Slow Motion Settings")]
public float TimeScale
```

Field Value

TYPE	DESCRIPTION
System.Single	

TimeToResume

Declaration

```
[DrawIf("ResumeImmediately", false, DrawIfAttribute.DisablingType.DontDraw)]
public float TimeToResume
```

Field Value

TYPE	DESCRIPTION
System.Single	

TimeToSlow

Declaration

```
[DrawIf("SlowImmediately", false, DrawIfAttribute.DisablingType.DontDraw)]
public float TimeToSlow
```

Field Value

TYPE	DESCRIPTION
System.Single	

Properties

Instance

Declaration

```
public static HVRTimeManager Instance { get; }
```

Property Value

TYPE	DESCRIPTION
HVRTimeManager	

IsTimeSlowed

Declaration

```
public bool IsTimeSlowed { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

RefreshRate

Declaration

```
public float RefreshRate { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Methods

OverrideRefreshRate(Single)

Declaration

```
public void OverrideRefreshRate(float refresh)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	refresh	

ResetRefreshRate()

Declaration

```
public void ResetRefreshRate()
```

ToggleTime()

Declaration

```
public void ToggleTime()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRUtilities

Inheritance

System.Object

HVRUtilities

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public static class HVRUtilities
```

Methods

AngularVelocity(Quaternion, Quaternion)

Declaration

```
public static Vector3 AngularVelocity(this Quaternion current, Quaternion previous)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Quaternion	current	
UnityEngine.Quaternion	previous	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

ComputeClosestVector(Vector3, Vector3, Vector3, Boolean)

Declaration

```
public static Vector3 ComputeClosestVector(Vector3 v, Vector3 v1, Vector3 v2, bool fixDirection = true)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	v	
UnityEngine.Vector3	v1	
UnityEngine.Vector3	v2	

TYPE	NAME	DESCRIPTION
System.Boolean	fixDirection	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

CubicBezier(Vector3, Vector3, Vector3, Vector3, Single)

Declaration

```
public static Vector3 CubicBezier(Vector3 p0, Vector3 p1, Vector3 p2, Vector3 p3, float t)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	p0	
UnityEngine.Vector3	p1	
UnityEngine.Vector3	p2	
UnityEngine.Vector3	p3	
System.Single	t	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

DrawBounds(Bounds)

Declaration

```
public static void DrawBounds(this Bounds bounds)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Bounds	bounds	

EnsureComponent<T>(GameObject)

Declaration

```
public static T EnsureComponent<T>(this GameObject obj)
```

where T : Component

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.GameObject	obj	

Returns

TYPE	DESCRIPTION
T	

Type Parameters

NAME	DESCRIPTION
T	

EnsureComponent<T>(Transform)

Declaration

```
public static T EnsureComponent<T>(this Transform t)
```

where T : Component

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Transform	t	

Returns

TYPE	DESCRIPTION
T	

Type Parameters

NAME	DESCRIPTION
T	

FindNearestPointOnLine(Vector3, Vector3, Vector3)

Declaration

```
public static Vector3 FindNearestPointOnLine(Vector3 origin, Vector3 end, Vector3 point)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	origin	
UnityEngine.Vector3	end	
UnityEngine.Vector3	point	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

GetBottom(CapsuleCollider)

Declaration

```
public static Vector3 GetBottom(this CapsuleCollider capsule)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.CapsuleCollider	capsule	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

GetBottom(CharacterController)

Declaration

```
public static Vector3 GetBottom(this CharacterController capsule)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.CharacterController	capsule	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

GetColliderBounds(List<Collider>)

Declaration

```
public static Bounds GetColliderBounds(this List<Collider> colliders)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.List<UnityEngine.Collider>	colliders	

Returns

TYPE	DESCRIPTION
UnityEngine.Bounds	

GetColliderBounds(Collider[])

Declaration

```
public static Bounds GetColliderBounds(this Collider[] colliders)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Collider[]	colliders	

Returns

TYPE	DESCRIPTION
UnityEngine.Bounds	

GetColliderBounds(GameObject)

Declaration

```
public static Bounds GetColliderBounds(this GameObject go)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.GameObject	go	

Returns

TYPE	DESCRIPTION
UnityEngine.Bounds	

GetColliderBounds(Rigidbody)

Declaration

```
public static Bounds GetColliderBounds(this Rigidbody rb)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Rigidbody	rb	

Returns

TYPE	DESCRIPTION
UnityEngine.Bounds	

GetColliderBounds(Transform)

Declaration

```
public static Bounds GetColliderBounds(this Transform transform)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Transform	transform	

Returns

TYPE	DESCRIPTION
UnityEngine.Bounds	

GetColliders(Rigidbody, Boolean)

Declaration

```
public static IEnumerable<Collider> GetColliders(this Rigidbody rigidbody, bool includeTriggers = false)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Rigidbody	rigidbody	
System.Boolean	includeTriggers	

Returns

TYPE	DESCRIPTION
System.Collections.Generic.IEnumerable<UnityEngine.Collider>	

GetHVRAxis(Vector3)

Declaration

```
public static HVRAxis GetHVRAxis(this Vector3 v)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	v	

Returns

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HVRAxis	

GetRandom<T>(T[])

Declaration

```
public static T GetRandom<T>(this T[] array)
```

Parameters

TYPE	NAME	DESCRIPTION
T[]	array	

Returns

Type	Description
T	

Type Parameters

Name	Description
T	

GetVector(HVRAxis)

Declaration

```
public static Vector3 GetVector(this HVRAxis axis)
```

Parameters

Type	Name	Description
HurricaneVR.Framework.Shared.HVRAxis	axis	

Returns

Type	Description
UnityEngine.Vector3	

LogFormat(Vector3)

Declaration

```
public static string LogFormat(this Vector3 v)
```

Parameters

Type	Name	Description
UnityEngine.Vector3	v	

Returns

Type	Description
System.String	

LogFormatF0(Vector3)

Declaration

```
public static string LogFormatF0(this Vector3 v)
```

Parameters

Type	Name	Description
UnityEngine.Vector3	v	

Returns

TYPE	DESCRIPTION
System.String	

OrthogonalVector(Vector3)

Declaration

```
public static Vector3 OrthogonalVector(this Vector3 v)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	v	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

QuadraticBezier(Vector3, Vector3, Vector3, Single)

Declaration

```
public static Vector3 QuadraticBezier(Vector3 p0, Vector3 p1, Vector3 p2, float t)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	p0	
UnityEngine.Vector3	p1	
UnityEngine.Vector3	p2	
System.Single	t	

Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

Remap(Single, Single, Single, Single, Single)

Declaration

```
public static float Remap(this float num, float lowVal, float highVal, float min, float max)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	num	

TYPE	NAME	DESCRIPTION
System.Single	lowVal	
System.Single	highVal	
System.Single	min	
System.Single	max	

Returns

TYPE	DESCRIPTION
System.Single	

SetKinematic(Rigidbody)

Declaration

```
public static void SetKinematic(this Rigidbody rb)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Rigidbody	rb	

Class ItemResetter

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
ItemResetter
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`

`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class ItemResetter : MonoBehaviour
```

Fields

ResetPoint

Declaration

```
public Transform ResetPoint
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class PhysicsExtensions

Inheritance

System.Object
PhysicsExtensions

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public static class PhysicsExtensions
```

Methods

IgnoreCollisionForSeconds(Collider[], List<Collider>, Single)

Declaration

```
public static IEnumerator IgnoreCollisionForSeconds(this Collider[] colliders, List<Collider> otherColliders,  
float seconds)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Collider[]	colliders	
System.Collections.Generic.List<UnityEngine.Collider>	otherColliders	
System.Single	seconds	

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

Class PhysicsSimulation

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
PhysicsSimulation
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class PhysicsSimulation : MonoBehaviour
```

Fields

maxIterations

Declaration

```
public int maxIterations
```

Field Value

TYPE	DESCRIPTION
System.Int32	

SimulatedBodies

Declaration

```
public List<PhysicsSimulation.SimulatedBody> SimulatedBodies
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< PhysicsSimulation.SimulatedBody >	

Methods

ResetAllBodies()

Declaration

```
[ContextMenu("Reset")]
public void ResetAllBodies()
```

RunSimulation()

Declaration

```
public void RunSimulation()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Struct PhysicsSimulation.SimulatedBody

Inherited Members

System.ValueType.Equals(System.Object)
System.ValueType.GetHashCode()
System.ValueType.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public struct SimulatedBody
```

Constructors

SimulatedBody(Rigidbody, Boolean)

Declaration

```
public SimulatedBody(Rigidbody rigidbody, bool isChild)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Rigidbody	rigidbody	
System.Boolean	isChild	

Fields

isChild

Declaration

```
public readonly bool isChild
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

rigidbody

Declaration

```
public readonly Rigidbody rigidbody
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

Methods

Reset()

Declaration

```
public void Reset()
```

Class SFXPlayer

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
SFXPlayer
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Core.Utils](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
public class SFXPlayer : MonoBehaviour
```

Fields

SetClipName

Declaration

```
[Tooltip("Changes object name to the clip. This will create garbage.")]  
public bool SetClipName
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

SFXReferenceSource

Declaration

```
public AudioSource SFXReferenceSource
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioSource	

SFXSourceCount

Declaration

```
public int SFXSourceCount
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Properties

Instance

Declaration

```
public static SFXPlayer Instance { get; }
```

Property Value

TYPE	DESCRIPTION
SFXPlayer	

Methods

GetNewSource()

Declaration

```
public AudioSource GetNewSource()
```

Returns

TYPE	DESCRIPTION
UnityEngine.AudioSource	

PlaySFX(AudioClip, Vector3)

Declaration

```
public void PlaySFX(AudioClip clip, Vector3 position)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.AudioClip	clip	
UnityEngine.Vector3	position	

PlaySFX(AudioClip, Vector3, Single, Single)

Declaration

```
public void PlaySFX(AudioClip clip, Vector3 position, float pitch, float volume)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.AudioClip	clip	
UnityEngine.Vector3	position	
System.Single	pitch	
System.Single	volume	

PlaySFXCooldown(AudioClip, Vector3, Guid, Single, Single, Single)

Declaration

```
public void PlaySFXCooldown(AudioClip clip, Vector3 position, Guid sourceId, float pitch = 1F, float volume = 1F, float cooldownTime = 0.5F)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.AudioClip	clip	
UnityEngine.Vector3	position	

TYPE	NAME	DESCRIPTION
System.Guid	sourceld	
System.Single	pitch	
System.Single	volume	
System.Single	cooldownTime	

PlaySFXRandomPitch(AudioClip, Vector3, Single, Single)

Declaration

```
public void PlaySFXRandomPitch(AudioClip clip, Vector3 position, float min, float max)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.AudioClip	clip	
UnityEngine.Vector3	position	
System.Single	min	
System.Single	max	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class SFXPlayer.PlayEvent

Inheritance

System.Object
SFXPlayer.PlayEvent

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class PlayEvent
```

Fields

Time

Declaration

```
public float Time
```

Field Value

TYPE	DESCRIPTION
System.Single	

Class VRUtilities

Inheritance

System.Object

VRUtilities

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.ToString()

Namespace: [HurricaneVR.Framework.Core.Utils](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public static class VRUtilities
```

Methods

AddCopyOf<T>(GameObject, T)

Declaration

```
public static T AddCopyOf<T>(this GameObject go, T toCopy)
```

where T : Component

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.GameObject	go	
T	toCopy	

Returns

TYPE	DESCRIPTION
T	

Type Parameters

NAME	DESCRIPTION
T	

FindChildRecursive(Transform, String)

Declaration

```
public static Transform FindChildRecursive(this Transform parent, string name)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Transform	parent	
System.String	name	

Returns

TYPE	DESCRIPTION
UnityEngine.Transform	

GetCopyOf<T>(Component, T)

Declaration

```
public static T GetCopyOf<T>(this Component newComponent, T toCopy)
    where T : Component
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Component	newComponent	
T	toCopy	

Returns

TYPE	DESCRIPTION
T	

Type Parameters

NAME	DESCRIPTION
T	

GetRigidbody(GameObject)

Declaration

```
public static Rigidbody GetRigidbody(this GameObject b)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.GameObject	b	

Returns

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

GetRigidbody(MonoBehaviour)

Declaration

```
public static Rigidbody GetRigidbody(this MonoBehaviour b)
```

Parameters

Type	Name	Description
UnityEngine.MonoBehaviour	b	

Returns

Type	Description
UnityEngine.Rigidbody	

Namespace HurricaneVR.Framework.Weapons

Classes

[GunHitEvent](#)

[HVRAMmo](#)

[HVRAMmoReleaseAction](#)

[HVRAssaultRifle](#)

[HVRBolt](#)

[HVRChargingHandle](#)

[HVRGunSounds](#)

[HVRPistol](#)

[HVRPump](#)

[HVRRayCastGun](#)

[HVRRecoil](#)

[HVRShotGun](#)

[HVRShotgunAmmoSocket](#)

[HVRShotgunMagazine](#)

[HVRSlide](#)

Enums

[FireType](#)

[HVRShotGunType](#)

[UpRecoilType](#)

Enum FireType

Namespace: [HurricaneVR.Framework.Weapons](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum FireType
```

Fields

NAME	DESCRIPTION
Automatic	
Single	
ThreeRoundBurst	

Class GunHitEvent

Inheritance

System.Object

UnityEngine.Events.UnityEventBase

UnityEngine.Events.UnityEvent<HVRDamageHandlerBase>

GunHitEvent

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Components.HVRDamageHandlerBase>.AddListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Components.HVRDamageHandlerBase>)

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Components.HVRDamageHandlerBase>.RemoveListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Components.HVRDamageHandlerBase>)

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Components.HVRDamageHandlerBase>.FindMethodImpl(System.String, System.Object)

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Components.HVRDamageHandlerBase>.Invoke(HurricaneVR.Framework.Components.HVRDamageHandlerBase)

UnityEngine.Events.UnityEventBase.UnityEventBase.OnBeforeSerialize()

UnityEngine.Events.UnityEventBase.UnityEventBase.OnAfterDeserialize()

UnityEngine.Events.UnityEventBase.GetPersistentEventCount()

UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)

UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)

UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)

UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)

UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)

UnityEngine.Events.UnityEventBase.RemoveAllListeners()

UnityEngine.Events.UnityEventBase.Invoke(System.Object[])

UnityEngine.Events.UnityEventBase.ToString()

UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])

UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode)

UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode, System.Type)

UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Name space: [Hurricane VR Framework Weapons](#)

Assembly: [HurricaneVR.Framework.dll](#)

Syntax

```
public class GunHitEvent : UnityEvent<HVRDamageHandlerBase>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Class HVRAMmo

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRDamageProvider
HVRAMmo
HVRShotgunMagazine
```

Inherited Members

```
HVRDamageProvider.Damage
HVRDamageProvider.Force
HVRDamageProvider.Start()
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
```

UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)

UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRAMmo : HVRDamageProvider
```

Fields

CurrentCount

Declaration

```
[Header("Debug")]
public int CurrentCount
```

Field Value

Type	Description
System.Int32	

DestroyIfEmpty

Declaration

```
[Header("Magazine Cleanup")]
[Tooltip("Should the empty magazine be destroyed")]
public bool DestroyIfEmpty
```

Field Value

Type	Description
System.Boolean	

EmptyDestroyTimer

Declaration

```
[Tooltip("How long to wait after ejecting the magazine to destroy it")]
public float EmptyDestroyTimer
```

Field Value

Type	Description
System.Single	

MaxCount

Declaration

```
[Tooltip("Max bullets allowed in the magazine")]
public int MaxCount
```

Field Value

TYPE	DESCRIPTION
System.Int32	

MaxRange

Declaration

```
[Tooltip("Bullet Range")]
public float MaxRange
```

Field Value

TYPE	DESCRIPTION
System.Single	

StartingCount

Declaration

```
[Tooltip("Magazine Starting Count")]
public int StartingCount
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Properties

HasAmmo

Declaration

```
public bool HasAmmo { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsEmpty

Declaration

```
public bool IsEmpty { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

AddBullet()

Declaration

```
public void AddBullet()
```

CanAddBullet()

Declaration

```
public bool CanAddBullet()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

RemoveBullet()

Declaration

```
public void RemoveBullet()
```

StartDestroy()

Declaration

```
public void StartDestroy()
```

TryAddBullet()

Declaration

```
public bool TryAddBullet()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRAmmoReleaseAction

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRInputAction
HVRAmmoReleaseAction
```

Inherited Members

```
HVRInputAction.Grabbable
HVRInputAction.Update\(\)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
```

UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name

UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRAMmoReleaseAction : HVRInputAction
```

Properties

Gun

Declaration

```
public HVRGunBase Gun { get; }
```

Property Value

Type	Description
HVRGunBase	

HVRRayCastGun

Declaration

```
public HVRRayCastGun HVRRayCastGun { get; }
```

Property Value

Type	Description
HVRRayCastGun	

Methods

Awake()

Declaration

```
protected override void Awake()
```

Overrides

[HVRInputAction.Awake\(\)](#)

CheckInput(HVRController)

Declaration

```
protected override void CheckInput(HVRController controller)
```

Parameters

Type	Name	Description
HurricaneVR.Framework.Shared.HVRController	controller	

Overrides

`HVRInputAction.CheckInput(HVRController)`

Extension Methods

`VRUtilities.GetRigidbody(MonoBehaviour)`

`VRUtilities.GetCopyOf<T>(Component, T)`

Class HVRAssaultRifle

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRDamageProvider
HVRRayCastGun
HVRAssaultRifle
```

Inherited Members

```
HVRRayCastGun.StabilizerGrabbable
HVRRayCastGun.Grabbable
HVRRayCastGun.Cooldown
HVRRayCastGun.HitMask
HVRRayCastGun.MuzzleFlashTime
HVRRayCastGun.BarrelRange
HVRRayCastGun.RequiresAmmo
HVRRayCastGun.RequiresChamberedBullet
HVRRayCastGun.FireType
HVRRayCastGun.BulletTrailSpeed
HVRRayCastGun.AmmoEjectVelocity
HVRRayCastGun.MuzzleSmokeTime
HVRRayCastGun.ChambersAfterFiring
HVRRayCastGun.UseAmmoProperties
HVRRayCastGun.NoAmmoRange
HVRRayCastGun.AmmoEjectDirection
HVRRayCastGun.AmmoSocket
HVRRayCastGun.GunSounds
HVRRayCastGun.MuzzleFlashObject
HVRRayCastGun.RecoilComponent
HVRRayCastGun.BulletOrigin
HVRRayCastGun.MuzzleSmoke
HVRRayCastGun.BulletTrailPrefab
HVRRayCastGun.Fired
HVRRayCastGun.Hit
HVRRayCastGun.IsBulletChambered
HVRRayCastGun.Ammo
HVRRayCastGun.BulletRange
HVRRayCastGun.DamageProvider
HVRRayCastGun.OutOfAmmo
HVRRayCastGun.ChamberRound()
HVRRayCastGun.OnAmmoGrabbed(HVRGrabberBase, HVRGrabbable)
HVRRayCastGun.OnGrabbableDeactivated(HVRGrabberBase, HVRGrabbable)
HVRRayCastGun.OnOutofAmmo()
HVRRayCastGun.Update()
HVRRayCastGun.ReleaseAmmo()
HVRRayCastGun.Recoil()
HVRRayCastGun.CanFire()
HVRRayCastGun.OnFired()
```

HVRRayCastGun.FireBullets(Vector3)
HVRRayCastGun.FireBullet(Vector3)
HVRRayCastGun.Smoke()
HVRRayCastGun.OnHit(RaycastHit, Vector3)
HVRDamageProvider.Damage
HVRDamageProvider.Force
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
UnityEngineComponent.GetComponents(System.Type)
UnityEngineComponent.GetComponents(System.Type, System.Collections.Generic.List<UnityEngineComponent>)
UnityEngineComponent.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponents<T>()
UnityEngineComponent.CompareTag(System.String)

```
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
```

Namespace: [HurricaneVR.Framework.Weapons](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRAssaultRifle : HVRRayCastGun
```

Fields

Animator

Declaration

```
public Animator Animator
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Animator	

Bolt

Declaration

```
public HVRBolt Bolt
```

Field Value

TYPE	DESCRIPTION
HVRBolt	

BulletEjectSystem

Declaration

```
public ParticleSystem BulletEjectSystem
```

Field Value

TYPE	DESCRIPTION
UnityEngine.ParticleSystem	

CasingSystem

Declaration

```
public ParticleSystem CasingSystem
```

Field Value

TYPE	DESCRIPTION
UnityEngine.ParticleSystem	

ChamberedCasing

Declaration

```
public GameObject ChamberedCasing
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

ChamberedRound

Declaration

```
public GameObject ChamberedRound
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

ChargingHandle

Declaration

```
[Header("Assault Rifle Components")]
public HVRChargingHandle ChargingHandle
```

Field Value

TYPE	DESCRIPTION
HVRChargingHandle	

Methods

After Fired()

Declaration

```
protected override void After Fired()
```

Overrides

[HVRRayCastGun.After Fired\(\)](#)

Disable Chambered Casing()

Declaration

```
protected virtual void Disable Chambered Casing()
```

Disable Chambered Round()

Declaration

```
protected virtual void Disable Chambered Round()
```

Disable Fire Animator()

Declaration

```
public void Disable Fire Animator()
```

Eject Bullet()

Declaration

```
public override void Eject Bullet()
```

Overrides

[HVRayCastGun.EjectBullet\(\)](#)

EjectCasing()

Declaration

```
public override void EjectCasing()
```

Overrides

[HVRayCastGun.EjectCasing\(\)](#)

EnableChamberedCasing()

Declaration

```
protected virtual void EnableChamberedCasing()
```

EnableChamberedRound()

Declaration

```
protected virtual void EnableChamberedRound()
```

Start()

Declaration

```
protected override void Start()
```

Overrides

[HVRayCastGun.Start\(\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRBolt

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRBolt
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRBolt : MonoBehaviour
```

Fields

BackPosition

Declaration

```
public Transform BackPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

BoltForward

Declaration

```
public UnityEvent BoltForward
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

ForwardSpeed

Declaration

```
public float ForwardSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

Properties

IsPushedBack

Declaration

```
public bool IsPushedBack { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

Close()

Declaration

```
public void Close()
```

Move(Single)

Declaration

```
public void Move(float percent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	percent	

PushBack()

Declaration

```
public void PushBack()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRChargingHandle

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGrabbable
HVRChargingHandle
```

Inherited Members

```
HVRGrabbable.GrabType
HVRGrabbable.TrackingType
HVRGrabbable.HoldType
HVRGrabbable.GrabControl
HVRGrabbable.OverrideGrabTrigger
HVRGrabbable.GrabTrigger
HVRGrabbable.RequireLineOfSight
HVRGrabbable.PoseImmediately
HVRGrabbable.ParentHandModel
HVRGrabbable.BreakDistance
HVRGrabbable.RemainsKinematic
HVRGrabbable.Stationary
HVRGrabbable.ReleasedAngularConversionFactor
HVRGrabbable.ReleasedVelocityFactor
HVRGrabbable.ReleasedAngularFactor
HVRGrabbable.GrabIndicator
HVRGrabbable.ForceGrabIndicator
HVRGrabbable.ShowGrabIndicator
HVRGrabbable.ShowTriggerGrabIndicator
HVRGrabbable.ShowForceGrabIndicator
HVRGrabbable.ForceGrabbable
HVRGrabbable.ForcePullOverride
HVRGrabbable.JointOverride
HVRGrabbable.OneHandJointSettings
HVRGrabbable.TwoHandJointSettings
HVRGrabbable.PullingSettingsOverride
HVRGrabbable.PalmCenterOfMass
HVRGrabbable.HandGrabbedClip
HVRGrabbable.StartingSocket
HVRGrabbable.LinkStartingSocket
HVRGrabbable.SocketGrabPoints
HVRGrabbable.Rigidbody
HVRGrabbable.AutoApplyLayer
HVRGrabbable.RequireOverlapClearance
HVRGrabbable.OverlapTimeout
HVRGrabbable.FinalJointMaxAngle
HVRGrabbable.FinalJointQuick
HVRGrabbable.FinalJointTimeout
HVRGrabbable.CollisionParents
HVRGrabbable.ExtralgnoreCollisionParents
```

HVRGrabbable.GrabColliders
HVRGrabbable.ConsiderGrabPointAngle
HVRGrabbable.UseColliderClosestPoint
HVRGrabbable.DisableHandCollision
HVRGrabbable.AllowMultiplayerSwap
HVRGrabbable.MasterGrabbable
HVRGrabbable.CollisionDetection
HVRGrabbable.PhysicsPoserFallback
HVRGrabbable.ShowBoundingBox
HVRGrabbable.DrawCenterOfMass
HVRGrabbable.GrabPoints
HVRGrabbable.Deactivated
HVRGrabbable.Activated
HVRGrabbable.Grabbed
HVRGrabbable.Released
HVRGrabbable.HoverEnter
HVRGrabbable.HoverExit
HVRGrabbable.Collided
HVRGrabbable.Destroyed
HVRGrabbable.HandGrabbed
HVRGrabbable.HandReleased
HVRGrabbable.HandFullReleased
HVRGrabbable.Socketed
HVRGrabbable.UnSocketed
HVRGrabbable.IsMine
HVRGrabbable.GrabberCount
HVRGrabbable.ElapsedSinceReleased
HVRGrabbable.IsBeingHeld
HVRGrabbable.IsSocketed
HVRGrabbable.IsBeingForcedGrabbed
HVRGrabbable.IsClimbable
HVRGrabbable.CanBeGrabbed
HVRGrabbable.Colliders
HVRGrabbable.AdditionallgnoreColliders
HVRGrabbable.Triggers
HVRGrabbable.OriginalCollisionMode
HVRGrabbable.WasGravity
HVRGrabbable.WasKinematic
HVRGrabbable.GrabPointsMeta
HVRGrabbable.PrimaryGrabber
HVRGrabbable.SocketHoverer
HVRGrabbable.Socketable
HVRGrabbable.LinkedSocket
HVRGrabbable.Socket
HVRGrabbable.LeftHandGrabber
HVRGrabbable.RightHandGrabber
HVRGrabbable.IsLeftHandGrabbed
HVRGrabbable.IsRightHandGrabbed
HVRGrabbable.IsHandGrabbed
HVRGrabbable.IsJointGrab
HVRGrabbable.HasConcaveColliders
HVRGrabbable.ForceTwoHandSettings

HVRGrabbable.RequiredGrabbableComponent
HVRGrabbable.RequiredGrabbable
HVRGrabbable.RequiresGrabbable
HVRGrabbable.DropOnRequiredReleased
HVRGrabbable.GrabRequiredIfReleased
HVRGrabbable.Grabbers
HVRGrabbable.HandGrabbers
HVRGrabbable.HeldGrabPoints
HVRGrabbable.ModelBounds
HVRGrabbable.Stabbers
HVRGrabbable.Stabbable
HVRGrabbable.IsStabbing
HVRGrabbable.IsStabbed
HVRGrabbable.BeingDestroyed
HVRGrabbable.Start()
HVRGrabbable.Update()
HVRGrabbable.FixedUpdate()
HVRGrabbable.OnCollisionEnter(Collision)
HVRGrabbable.IgnoreCollision(HVRGrabbable, Boolean)
HVRGrabbable.GrabPointValid(HVRHandGrabber, HVRPosableGrabPoint, GrabpointFilter)
HVRGrabbable.GetGrabPoint(HVRHandGrabber, GrabpointFilter)
HVRGrabbable.GetDistanceToGrabber(Vector3)
HVRGrabbable.GetSquareDistanceToGrabber(Vector3)
HVRGrabbable.DisableCollision()
HVRGrabbable.SetAllToTrigger()
HVRGrabbable.ResetToNonTrigger()
HVRGrabbable.EnableCollision()
HVRGrabbable.PopulateGrabPoints()
HVRGrabbable.LoadGrabPoints()
HVRGrabbable.GetAverageVelocity(Int32, Int32, Boolean, Int32)
HVRGrabbable.GetAverageAngularVelocity(Int32, Int32)
HVRGrabbable.AnyGrabberNotMine()
HVRGrabbable.ForceRelease()
HVRGrabbable.ProcessFixedUpdate()
HVRGrabbable.FindColliders(Transform, List<Collider>, List<Collider>)
HVRGrabbable.OnDeactivate(HVRGrabberBase)
HVRGrabbable.OnActivate(HVRGrabberBase)
HVRGrabbable.OnBeforeGrabbed(HVRGrabberBase)
HVRGrabbable.OnGrabCanceled(HVRGrabberBase)
HVRGrabbable.OnHoverEnter(HVRGrabberBase)
HVRGrabbable.OnHoverExit(HVRGrabberBase)
HVRGrabbable.OnBeforeHandGrabberRemoved(HVRHandGrabber)
HVRGrabbable.OnAfterHandGrabberRemoved(HVRHandGrabber)
HVRGrabbable.OnAfterHandGrabberAdded(HVRHandGrabber)
HVRGrabbable.UpdateHandSettings()
HVRGrabbable.SetupColliders()
HVRGrabbable.UpdateIgnoreColliders()
HVRGrabbable.IsIgnoreCollider(Collider)
HVRGrabbable.ResetRigidBody()
HVRGrabbable.RemoveJoint(HVRGrabberBase)
HVRGrabbable.InternalOnDeactivate(HVRGrabberBase)
HVRGrabbable.InternalOnActivate(HVRGrabberBase)

HVRGrabbable.InternalOnHoverExit(HVRGrabberBase)
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)

```
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
```

Namespace: [HurricaneVR.Framework.Weapons](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRChargingHandle : HVRGrabbable
```

Fields

Bolt

Declaration

```
[Tooltip("Bolt that moves with the charging handle")]
public HVRBolt Bolt
```

Field Value

TYPE	DESCRIPTION
HVRBolt	

Difficulty

Declaration

```
[Tooltip("Faux difficulty for pulling back the charging handle")]
public float Difficulty
```

Field Value

TYPE	DESCRIPTION
System.Single	

EjectPosition

Declaration

```
[Tooltip("Position to reach to eject the chambered round")]
public Transform EjectPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

EjectReached

Declaration

```
public UnityEvent EjectReached
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Forward

Declaration

```
[Tooltip("Forward resting position of the charging handle")]
public Transform Forward
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

ForwardSpeed

Declaration

```
[Header("Charging Handle Settings")]
[Tooltip("Forward speed of the charging handle when released")]
public float ForwardSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

FullRelease

Declaration

```
[Header("Charging Handle Events")]
public UnityEvent FullRelease
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

GrabbedPositionTracker

Declaration

```
[Tooltip("Dummy transform on the gun to track where the grabber started grabbing")]
public Transform GrabbedPositionTracker
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

MaximumPosition

Declaration

```
[Header("Required Tracking Transforms")]
[Tooltip("Maximum charging handle back position")]
public Transform MaximumPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

RequiredChamberedPosition

Declaration

```
[Tooltip("Position to reach that charging handle release will chamber a round.")]
public Transform RequiredChamberedPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Methods

Awake()

Declaration

```
protected override void Awake()
```

Overrides

[HVRGrabbable.Awake\(\)](#)

Close()

Declaration

```
public void Close()
```

Disable()

Declaration

```
public void Disable()
```

Enable()

Declaration

```
public void Enable()
```

OnGrabbed(HVRGrabberBase)

Declaration

```
protected override void OnGrabbed(HVRGrabberBase grabber)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	

Overrides

[HVRGrabbable.OnGrabbed\(HVRGrabberBase\)](#)

OnReleased(HVRGrabberBase)

Declaration

```
protected override void OnReleased(HVRGrabberBase grabber)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	

Overrides

[HVRGrabbable.OnReleased\(HVRGrabberBase\)](#)

ProcessUpdate()

Declaration

```
protected override void ProcessUpdate()
```

Overrides

[HVRGrabbable.ProcessUpdate\(\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRGunSounds

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGunSounds
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRGunSounds : MonoBehaviour
```

Fields

Fired

Declaration

```
public AudioClip Fired
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

FiredVariations

Declaration

```
public List<AudioClip> FiredVariations
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<UnityEngine.AudioClip>	

OutOfAmmo

Declaration

```
public AudioClip OutOfAmmo
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

SlideBack

Declaration

```
public AudioClip SlideBack
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

SlideBackVariations

Declaration

```
public List<AudioClip> SlideBackVariations
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<UnityEngine.AudioClip>	

SlideForward

Declaration

```
public AudioClip SlideForward
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

SlideForwardVariations

Declaration

```
public List<AudioClip> SlideForwardVariations
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<UnityEngine.AudioClip>	

Methods

PlayClip(AudioClip)

Declaration

```
protected virtual void PlayClip(AudioClip clip)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.AudioClip	clip	

PlayGunFire()

Declaration

```
public virtual void PlayGunFire()
```

PlayOutOfAmmo()

Declaration

```
public virtual void PlayOutOfAmmo()
```

PlaySlideBack()

Declaration

```
public virtual void PlaySlideBack()
```

PlaySlideForward()

Declaration

```
public virtual void PlaySlideForward()
```

PlayVariation(List<AudioClip>)

Declaration

```
protected virtual void PlayVariation(List<AudioClip> variations)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.List<UnityEngine.AudioClip>	variations	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRPistol

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRDamageProvider
HVRRayCastGun
HVRPistol
```

Inherited Members

```
HVRRayCastGun.StabilizerGrabbable
HVRRayCastGun.Grabbable
HVRRayCastGun.Cooldown
HVRRayCastGun.HitMask
HVRRayCastGun.MuzzleFlashTime
HVRRayCastGun.BarrelRange
HVRRayCastGun.RequiresAmmo
HVRRayCastGun.RequiresChamberedBullet
HVRRayCastGun.FireType
HVRRayCastGun.BulletTrailSpeed
HVRRayCastGun.AmmoEjectVelocity
HVRRayCastGun.MuzzleSmokeTime
HVRRayCastGun.ChambersAfterFiring
HVRRayCastGun.UseAmmoProperties
HVRRayCastGun.NoAmmoRange
HVRRayCastGun.AmmoEjectDirection
HVRRayCastGun.AmmoSocket
HVRRayCastGun.GunSounds
HVRRayCastGun.MuzzleFlashObject
HVRRayCastGun.RecoilComponent
HVRRayCastGun.BulletOrigin
HVRRayCastGun.MuzzleSmoke
HVRRayCastGun.BulletTrailPrefab
HVRRayCastGun.Fired
HVRRayCastGun.Hit
HVRRayCastGun.IsBulletChambered
HVRRayCastGun.Ammo
HVRRayCastGun.BulletRange
HVRRayCastGun.DamageProvider
HVRRayCastGun.OutOfAmmo
HVRRayCastGun.ChamberRound()
HVRRayCastGun.OnAmmoGrabbed(HVRGrabberBase, HVRGrabbable)
HVRRayCastGun.OnGrabbableDeactivated(HVRGrabberBase, HVRGrabbable)
HVRRayCastGun.OnOutofAmmo()
HVRRayCastGun.Update()
HVRRayCastGun.ReleaseAmmo()
HVRRayCastGun.Recoil()
HVRRayCastGun.CanFire()
HVRRayCastGun.OnFired()
```

HVRRayCastGun.FireBullets(Vector3)
HVRRayCastGun.FireBullet(Vector3)
HVRRayCastGun.Smoke()
HVRRayCastGun.OnHit(RaycastHit, Vector3)
HVRDamageProvider.Damage
HVRDamageProvider.Force
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
UnityEngineComponent.GetComponents(System.Type)
UnityEngineComponent.GetComponents(System.Type, System.Collections.Generic.List<UnityEngineComponent>)
UnityEngineComponent.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponents<T>()
UnityEngineComponent.CompareTag(System.String)

```
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
```

Namespace: [HurricaneVR.Framework.Weapons](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRPistol : HVRRayCastGun
```

Fields

Animator

Declaration

```
public Animator Animator
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Animator	

BulletEjectSystem

Declaration

```
public ParticleSystem BulletEjectSystem
```

Field Value

TYPE	DESCRIPTION
UnityEngine.ParticleSystem	

CasingSystem

Declaration

```
public ParticleSystem CasingSystem
```

Field Value

TYPE	DESCRIPTION
UnityEngine.ParticleSystem	

ChamberedCasing

Declaration

```
public GameObject ChamberedCasing
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

ChamberedRound

Declaration

```
public GameObject ChamberedRound
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

Slide

Declaration

```
[Header("Pistol Components")]
public HVRSlide Slide
```

Field Value

TYPE	DESCRIPTION
HVRSlide	

Methods

AfterFired()

Declaration

```
protected override void AfterFired()
```

Overrides

[HVRRayCastGun.AfterFired\(\)](#)

DisableChamberedCasing()

Declaration

```
protected virtual void DisableChamberedCasing()
```

DisableChamberedRound()

Declaration

```
protected virtual void DisableChamberedRound()
```

DisableFireAnimator()

Declaration

```
public void DisableFireAnimator()
```

EjectBullet()

Declaration

```
public override void EjectBullet()
```

Overrides

[HVRRayCastGun.EjectBullet\(\)](#)

EjectCasing()

Declaration

```
public override void EjectCasing()
```

Overrides

[HVRRayCastGun.EjectCasing\(\)](#)

EnableChamberedCasing()

Declaration

```
protected virtual void EnableChamberedCasing()
```

EnableChamberedRound()

Declaration

```
protected virtual void EnableChamberedRound()
```

Start()

Declaration

```
protected override void Start()
```

Overrides

[HVRRayCastGun.Start\(\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRPump

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRPump
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRPump : MonoBehaviour
```

Fields

Bolt

Declaration

```
[Tooltip("Bolt that moves with the charging handle")]
public HVRBolt Bolt
```

Field Value

Type	Description
HVRBolt	

ChamberRound

Declaration

```
public UnityEvent ChamberRound
```

Field Value

Type	Description
UnityEngine.Events.UnityEvent	

Difficulty

Declaration

```
[Tooltip("Faux difficulty for pulling back the charging handle")]
public float Difficulty
```

Field Value

Type	Description
System.Single	

EjectPosition

Declaration

```
[Tooltip("Position to reach to eject the chambered round")]
public Transform EjectPosition
```

Field Value

Type	Description
UnityEngine.Transform	

EjectReached

Declaration

```
public UnityEvent EjectReached
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Forward

Declaration

```
[Tooltip("Forward resting position of the charging handle")]
public Transform Forward
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

ForwardSpeed

Declaration

```
[Tooltip("Forward speed of the charging handle when released")]
public float ForwardSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

FullRelease

Declaration

```
[Header("Pump Events")]
public UnityEvent FullRelease
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

HandCheckAnchor

Declaration

```
[Tooltip("Transform to check hand distance when moving the pump")]
public Transform HandCheckAnchor
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

MaximumPosition

Declaration

```
[Header("Required Tracking Transforms")]
[Tooltip("Maximum charging handle back position")]
public Transform MaximumPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

PumpGrabbable

Declaration

```
[Header("Pump Settings")]
public HVRGrabbable PumpGrabbable
```

Field Value

TYPE	DESCRIPTION
HVRGrabbable	

PumpLockCheck

Declaration

```
[Tooltip("Transform to check when to lock the pump when moving forward")]
public Transform PumpLockCheck
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

RequiredChamberedPosition

Declaration

```
[Tooltip("Position to reach that charging handle release will chamber a round.")]
public Transform RequiredChamberedPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

ResetOnRelease

Declaration

```
public bool ResetOnRelease
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

VelocityThreshold

Declaration

```
[Tooltip("Hand must move this fast to unlock the pump")]
public float VelocityThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

Methods

Awake()

Declaration

```
protected void Awake()
```

Close()

Declaration

```
public void Close()
```

Lock()

Declaration

```
public void Lock()
```

Unlock()

Declaration

```
public void Unlock()
```

Update()

Declaration

```
public void Update()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRRayCastGun

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[HVRDamageProvider](#)
[HVRRayCastGun](#)
[HVRAssaultRifle](#)
[HVRPistol](#)
[HVRShotGun](#)

Inherited Members

[HVRDamageProvider.Damage](#)
[HVRDamageProvider.Force](#)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
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UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)

```
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
```

Namespace: [HurricaneVR.Framework.Weapons](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(HVRGrabbable))]
public class HVRRayCastGun : HVRDamageProvider
```

Fields

AmmoEjectDirection

Declaration

```
[Header("Objects")]
[Tooltip("Optional Direction to eject Ammo - use the z axis")]
public Transform AmmoEjectDirection
```

Field Value

Type	Description
UnityEngine.Transform	

AmmoEjectVelocity

Declaration

```
[Tooltip("How fast to kick the magazine out of the gun")]
public float AmmoEjectVelocity
```

Field Value

Type	Description
System.Single	

AmmoSocket

Declaration

```
[Tooltip("Socket for taking in ammo / magazines")]
public HVRSocket AmmoSocket
```

Field Value

Type	Description
HVRSocket	

BarrelRange

Declaration

```
[Tooltip("Flexible bullet range per gun type")]
public float BarrelRange
```

Field Value

TYPE	DESCRIPTION
System.Single	

BulletOrigin

Declaration

```
[Tooltip("Where the bullet should come from, z forward direction")]
public Transform BulletOrigin
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

BulletTrailPrefab

Declaration

```
[FormerlySerializedAs("BulletPrefab")]
[Header("Prefabs")]
public GameObject BulletTrailPrefab
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

BulletTrailSpeed

Declaration

```
[Tooltip("Speed of the bullet trail prefab")]
public float BulletTrailSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

ChambersAfterFiring

Declaration

```
[Tooltip("Should the gun automatically chamber the next round after firing")]
public bool ChambersAfterFiring
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Cooldown

Declaration

```
[Header("Settings")]
[Tooltip("Time between shots")]
public float Cooldown
```

Field Value

TYPE	DESCRIPTION
System.Single	

Fired

Declaration

```
public UnityEvent Fired
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

FireType

Declaration

```
public FireType FireType
```

Field Value

TYPE	DESCRIPTION
FireType	

GunSounds

Declaration

```
[Tooltip("Component that handles gun sfx")]
public HVRGunSounds GunSounds
```

Field Value

TYPE	DESCRIPTION
HVRGunSounds	

Hit

Declaration

```
public GunHitEvent Hit
```

Field Value

Type	Description
GunHitEvent	

HitMask

Declaration

```
[Tooltip("Physics layers for the ray cast")]
public LayerMask HitMask
```

Field Value

Type	Description
UnityEngine.LayerMask	

MuzzleFlashObject

Declaration

```
[Tooltip("Muzzle flash object")]
public GameObject MuzzleFlashObject
```

Field Value

Type	Description
UnityEngine.GameObject	

MuzzleFlashTime

Declaration

```
public float MuzzleFlashTime
```

Field Value

Type	Description
System.Single	

MuzzleSmoke

Declaration

```
[Tooltip("Muzzle smoke object")]
public GameObject MuzzleSmoke
```

Field Value

Type	Description
UnityEngine.GameObject	

MuzzleSmokeTime

Declaration

```
[Tooltip("How long until we destroy the muzzle smoke object")]
public float MuzzleSmokeTime
```

Field Value

TYPE	DESCRIPTION
System.Single	

NoAmmoRange

Declaration

```
[Tooltip("If not using ammo properties, range of the bullet")]
public float NoAmmoRange
```

Field Value

TYPE	DESCRIPTION
System.Single	

RecoilComponent

Declaration

```
[Tooltip("Recoil settings component")]
public HVRRecoil RecoilComponent
```

Field Value

TYPE	DESCRIPTION
HVRRecoil	

RequiresAmmo

Declaration

```
[Tooltip("Does this gun require ammo inserted to shoot")]
public bool RequiresAmmo
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

RequiresChamberedBullet

Declaration

```
[Tooltip("Is chambering required to shoot")]
public bool RequiresChamberedBullet
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

StabilizerGrabbable

Declaration

```
[Tooltip("If this grabbable is held, the StabilizedRecoilForce is used when shooting.")]  
public HVRGrabbable StabilizerGrabbable
```

Field Value

TYPE	DESCRIPTION
HVRGrabbable	

UseAmmoProperties

Declaration

```
[Tooltip("If true will use damage, force, range, from the ammo")]  
public bool UseAmmoProperties
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Properties

Ammo

Declaration

```
public HVRAmmo Ammo { get; set; }
```

Property Value

TYPE	DESCRIPTION
HVRAmmo	

BulletRange

Declaration

```
public float BulletRange { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

DamageProvider

Declaration

```
public HVRDamageProvider DamageProvider { get; }
```

Property Value

TYPE	DESCRIPTION
HVRDamageProvider	

Grabbable

Declaration

```
public HVRGrabbable Grabbable { get; }
```

Property Value

TYPE	DESCRIPTION
HVRGrabbable	

IsBulletChambered

Declaration

```
public bool IsBulletChambered { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

OutOfAmmo

Declaration

```
public bool OutOfAmmo { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

After Fired()

Declaration

```
protected virtual void After Fired()
```

Can Fire()

Declaration

```
protected virtual bool Can Fire()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Chamber Round()

Declaration

```
public virtual void ChamberRound()
```

EjectBullet()

Declaration

```
public virtual void EjectBullet()
```

EjectCasing()

Declaration

```
public virtual void EjectCasing()
```

FireBullet(Vector3)

Declaration

```
protected virtual void FireBullet(Vector3 direction)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	direction	

FireBullets(Vector3)

Declaration

```
protected virtual void FireBullets(Vector3 direction)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	direction	

OnAmmoGrabbed(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected virtual void OnAmmoGrabbed(HVRGrabberBase grabber, HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	
HVRGrabbable	grabbable	

OnFired()

Declaration

```
protected virtual void OnFired()
```

OnGrabbableDeactivated(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected virtual void OnGrabbableDeactivated(HVRGrabberBase arg0, HVRGrabbable arg1)
```

Parameters

Type	Name	Description
HVRGrabberBase	arg0	
HVRGrabbable	arg1	

OnHit(RaycastHit, Vector3)

Declaration

```
protected virtual void OnHit(RaycastHit hit, Vector3 direction)
```

Parameters

Type	Name	Description
UnityEngine.RaycastHit	hit	
UnityEngine.Vector3	direction	

OnOutofAmmo()

Declaration

```
protected virtual void OnOutofAmmo()
```

Recoil()

Declaration

```
protected virtual void Recoil()
```

ReleaseAmmo()

Declaration

```
public virtual void ReleaseAmmo()
```

Smoke()

Declaration

```
protected virtual void Smoke()
```

Start()

Declaration

```
protected override void Start()
```

Overrides

[HVRDamageProvider.Start\(\)](#)

Update()

Declaration

```
protected virtual void Update()
```

Extension Methods

`VRUtilities.GetRigidbody(MonoBehaviour)`

`VRUtilities.GetCopyOf<T>(Component, T)`

Class HVRRecoil

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRRecoil
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
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UnityEngine.Component.GetComponentInChildren(System.Type)
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UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
```

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UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRRecoil : MonoBehaviour
```

Fields

BackRecoil

Declaration

```
public Transform BackRecoil
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

CurrentForce

Declaration

```
public Vector3 CurrentForce
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Settings

Declaration

```
public HVRRecoilSettings Settings
```

Field Value

TYPE	DESCRIPTION
HVRRecoilSettings	

TorqueAxisReversed

Declaration

```
[Tooltip("If the gun is rotated set to true to reverse the x torque direction")]
public bool TorqueAxisReversed
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

UpRecoil

Declaration

```
public Transform UpRecoil
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

UpRecoilType

Declaration

```
public UpRecoilType UpRecoilType
```

Field Value

TYPE	DESCRIPTION
UpRecoilType	

Properties

GunRigidbody

Declaration

```
public Rigidbody GunRigidbody { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

HandRigidbody

Declaration

```
public Rigidbody HandRigidbody { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

Rigidbody

Declaration

```
public Rigidbody Rigidbody { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

SideToSide

Declaration

```
public float SideToSide { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

TwoHanded

Declaration

```
public bool TwoHanded { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

Recoil()

Declaration

```
public void Recoil()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRShotGun

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRDamageProvider
HVRRayCastGun
HVRShotGun
```

Inherited Members

```
HVRRayCastGun.StabilizerGrabbable
HVRRayCastGun.Grabbable
HVRRayCastGun.Cooldown
HVRRayCastGun.HitMask
HVRRayCastGun.MuzzleFlashTime
HVRRayCastGun.BarrelRange
HVRRayCastGun.RequiresAmmo
HVRRayCastGun.RequiresChamberedBullet
HVRRayCastGun.FireType
HVRRayCastGun.BulletTrailSpeed
HVRRayCastGun.AmmoEjectVelocity
HVRRayCastGun.MuzzleSmokeTime
HVRRayCastGun.ChambersAfterFiring
HVRRayCastGun.UseAmmoProperties
HVRRayCastGun.NoAmmoRange
HVRRayCastGun.AmmoEjectDirection
HVRRayCastGun.AmmoSocket
HVRRayCastGun.GunSounds
HVRRayCastGun.MuzzleFlashObject
HVRRayCastGun.RecoilComponent
HVRRayCastGun.BulletOrigin
HVRRayCastGun.MuzzleSmoke
HVRRayCastGun.BulletTrailPrefab
HVRRayCastGun.Fired
HVRRayCastGun.Hit
HVRRayCastGun.IsBulletChambered
HVRRayCastGun.Ammo
HVRRayCastGun.BulletRange
HVRRayCastGun.DamageProvider
HVRRayCastGun.OutOfAmmo
HVRRayCastGun.ChamberRound()
HVRRayCastGun.OnAmmoGrabbed(HVRGrabberBase, HVRGrabbable)
HVRRayCastGun.OnGrabbableDeactivated(HVRGrabberBase, HVRGrabbable)
HVRRayCastGun.OnOutofAmmo()
HVRRayCastGun.Update()
HVRRayCastGun.Recoil()
HVRRayCastGun.CanFire()
HVRRayCastGun.OnFired()
HVRRayCastGun.FireBullet(Vector3)
```

HVRRayCastGun.Smoke()
HVRRayCastGun.OnHit(RaycastHit, Vector3)
HVRDamageProvider.Damage
HVRDamageProvider.Force
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)

UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Name space: [HurricaneVR.Framework.Weapons](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(HVRShotgunMagazine))]  
public class HVRShotGun : HVRRayCastGun
```

Fields

Animator

Declaration

```
public Animator Animator
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Animator	

Bolt

Declaration

```
public HVRBolt Bolt
```

Field Value

TYPE	DESCRIPTION
HVRBolt	

CasingSystem

Declaration

```
public ParticleSystem CasingSystem
```

Field Value

TYPE	DESCRIPTION
UnityEngine.ParticleSystem	

ChamberedCasing

Declaration

```
public GameObject ChamberedCasing
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

ChamberedRound

Declaration

```
public GameObject ChamberedRound
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

EjectAngularVelocity

Declaration

```
[Tooltip("Angular velocity of the ejected round")]
public Vector3 EjectAngularVelocity
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

EjectDirection

Declaration

```
[Tooltip("Eject position and forward direction")]
public Transform EjectDirection
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

EjectVelocity

Declaration

```
[Tooltip("Velocity of the ejected round")]
public float EjectVelocity
```

Field Value

TYPE	DESCRIPTION
System.Single	

NumberOfPellets

Declaration

```
public int NumberOfPellets
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Pump

Declaration

```
[Header("Shotgun Components")]
public HVRPump Pump
```

Field Value

Type	Description
HVRPump	

ShellPrefab

Declaration

```
[Header("Round Ejection")]
[Tooltip("Shotgun shell round prefab")]
public GameObject ShellPrefab
```

Field Value

Type	Description
UnityEngine.GameObject	

ShotGunType

Declaration

```
[Header("Shotgun Settings")]
public HVRShotGunType ShotGunType
```

Field Value

Type	Description
HVRShotGunType	

ShotRadius

Declaration

```
public float ShotRadius
```

Field Value

Type	Description
System.Single	

Methods

AfterFired()

Declaration

```
protected override void AfterFired()
```

Overrides

[HVRRayCastGun.AfterFired\(\)](#)

DisableChamberedCasing()

Declaration

```
protected virtual void DisableChamberedCasing()
```

DisableChamberedRound()

Declaration

```
protected virtual void DisableChamberedRound()
```

DisableFireAnimator()

Declaration

```
public void DisableFireAnimator()
```

EjectBullet()

Declaration

```
public override void EjectBullet()
```

Overrides

[HVRayCastGun.EjectBullet\(\)](#)

EjectCasing()

Declaration

```
public override void EjectCasing()
```

Overrides

[HVRayCastGun.EjectCasing\(\)](#)

EnableChamberedCasing()

Declaration

```
protected virtual void EnableChamberedCasing()
```

EnableChamberedRound()

Declaration

```
protected virtual void EnableChamberedRound()
```

FireBullets(Vector3)

Declaration

```
protected override void FireBullets(Vector3 direction)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	direction	

Overrides

[HVRayCastGun.FireBullets\(Vector3\)](#)

ReleaseAmmo()

Declaration

```
public override void ReleaseAmmo()
```

Overrides

[HVRRayCastGun](#).ReleaseAmmo()

Start()

Declaration

```
protected override void Start()
```

Overrides

[HVRRayCastGun](#).Start()

Extension Methods

[VRUtilities](#).GetRigidbody(MonoBehaviour)

[VRUtilities](#).GetCopyOf<T>(Component, T)

Class HVRShotgunAmmoSocket

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGrabberBase
HVRSocket
HVRShotgunAmmoSocket
```

Inherited Members

```
HVRSocket.GrabControl
HVRSocket.GrabDetectionType
HVRSocket.CheckHandOverlap
HVRSocket.ReleasesOnHover
HVRSocket.HoldType
HVRSocket.AutoSpawnPrefab
HVRSocket.GrabTimeout
HVRSocket.GrabbableMustBeHeld
HVRSocket.GrabsFromHand
HVRSocket.HoverActions
HVRSocket.HandGrabActions
HVRSocket.ParentDisablesGrab
HVRSocket.ParentGrabbable
HVRSocket.CanRemoveGrabbable
HVRSocket.ScaleGrabbable
HVRSocket.Size
HVRSocket.CanGrabStabbingGrabbable
HVRSocket.AudioGrabbedOverride
HVRSocket.AudioReleasedOverride
HVRSocket.AudioGrabbedFallback
HVRSocket.AudioReleasedFallback
HVRSocket.SocketFilters
HVRSocket.FilterCondition
HVRSocket.DistanceSource
HVRSocket.SpawnedPrefab
HVRSocket.DebugScale
HVRSocket._previousParent
HVRSocket._previousScale
HVRSocket._modelBounds
HVRSocket._appQuitting
HVRSocket._timeoutGrabbable
HVRSocket._mass
HVRSocket._hadRigidBody
HVRSocket._ignoreGrabSFX
HVRSocket._fixPositionRoutine
HVRSocket.LinkedGrabbable
HVRSocket.IsGrabActivated
HVRSocket.IsHoldActive
HVRSocket.AllowSwap
```

HVRSocket.CanInteract
HVRSocket.IsSocket
HVRSocket.CanAddGrabbable
HVRSocket.Start()
HVRSocket.CheckAutoSpawn()
HVRSocket.Update()
HVRSocket.CheckHover()
HVRSocket.OnHoverEnter(HVRGrabbable)
HVRSocket.OnHandGrabberEntered()
HVRSocket.OnHandGrabberExited()
HVRSocket.OnHoverGrabbableReleased(HVRGrabberBase, HVRGrabbable)
HVRSocket.OnHoverExit(HVRGrabbable)
HVRSocket.CheckGrab()
HVRSocket.CanGrabEx(HVRGrabbable)
HVRSocket.IsValid(HVRGrabbable)
HVRSocket.OnBeforeHover(HVRGrabbable)
HVRSocket.OnAfterHover(HVRGrabbable)
HVRSocket.GetPositionOffset(HVRGrabbable)
HVRSocket.GetRotationOffset(HVRGrabbable)
HVRSocket.GetTargetPosition(HVRGrabbable)
HVRSocket.GetTargetRotation(HVRGrabbable)
HVRSocket.OnGrabbableParented(HVRGrabbable)
HVRSocket.PositionGrabbable(HVRGrabbable)
HVRSocket.RotateGrabbable(HVRGrabbable)
HVRSocket.HandleRigidBodyGrab(HVRGrabbable)
HVRSocket.CleanupRigidBody(HVRGrabbable)
HVRSocket.PlaySocketedSFX(HVRSocketable)
HVRSocket.PlayUnsocketedSFX(HVRGrabbable)
HVRSocket.PlaySFX(AudioClip)
HVRSocket.UpdateScale(HVRGrabbable)
HVRSocket.OnReleased(HVRGrabbable)
HVRSocket.CanGrabbableBeRemoved(HVRHandGrabber)
HVRSocket.GrabTimeoutRoutine(HVRGrabbable)
HVRSocket.TryGrab(HVRGrabbable, Boolean, Boolean)
HVRSocket.GetDistanceToGrabber(Vector3)
HVRSocket.GetSquareDistanceToGrabber(Vector3)
HVRGrabberBase.BeforeGrabbed
HVRGrabberBase.Grabbed
HVRGrabberBase.Released
HVRGrabberBase.BeforeHoverEnter
HVRGrabberBase.HoverEnter
HVRGrabberBase.HoverExit
HVRGrabberBase.GrabBags
HVRGrabberBase.ControllerRotation
HVRGrabberBase.AllowHovering
HVRGrabberBase.AllowGrabbing
HVRGrabberBase.IsGrabbing
HVRGrabberBase.IsHovering
HVRGrabberBase.HoverTarget
HVRGrabberBase.GrabbedTarget
HVRGrabberBase.IsHandGrabber
HVRGrabberBase.Rigidbody

HVRGrabberBase._grabPoint
HVRGrabberBase.GrabPoint
HVRGrabberBase.JointAnchorWorldPosition
HVRGrabberBase.Velocity
HVRGrabberBase.IsMine
HVRGrabberBase.PerformUpdate
HVRGrabberBase.PullingGrabbable
HVRGrabberBase.OnEnable()
HVRGrabberBase.OnDisable()
HVRGrabberBase.OnDestroy()
HVRGrabberBase.FixedUpdate()
HVRGrabberBase.CheckRelease()
HVRGrabberBase.ForceRelease()
HVRGrabberBase.HandSwapRelease()
HVRGrabberBase.IsValidGrabbable(HVRGrabbable)
HVRGrabberBase.GetClosestGrabbable()
HVRGrabberBase.GetClosestGrabbable(Predicate<HVRGrabbable>)
HVRGrabberBase.TryGrab(HVRGrabbable, Boolean)
HVRGrabberBase.TryGrabNoEvents(HVRGrabbable, Boolean)
HVRGrabberBase.CheckForceRelease(HVRGrabbable)
HVRGrabberBase.GrabGrabbable(HVRGrabberBase, HVRGrabbable, Boolean)
HVRGrabberBase.OnBeforeGrabbed(HVRGrabArgs)
HVRGrabberBase.OnAfterGrabbed(HVRGrabbable)
HVRGrabberBase.CheckUnHover()
HVRGrabberBase.ClosestValidHover(Boolean)
HVRGrabberBase.ClosestValidHover()
HVRGrabberBase.HoverGrabbable(HVRGrabberBase, HVRGrabbable)
HVRGrabberBase.UnhoverGrabbable(HVRGrabberBase, HVRGrabbable)
HVRGrabberBase.OnGrabbableDestroyed(HVRGrabbable)
HVRGrabberBase.CheckForLineOfSight(Vector3, HVRGrabbable, LayerMask, Single, Boolean)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)

```
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
```

UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRShotgunAmmoSocket : HVRSocket
```

Fields

ShotgunMagazine

Declaration

```
public HVRShotgunMagazine ShotgunMagazine
```

Field Value

TYPE	DESCRIPTION
HVRShotgunMagazine	

Methods

CanGrab(HVRGrabbable)

Declaration

```
public override bool CanGrab(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRSocket.CanGrab\(HVRGrabbable\)](#)

CanHover(HVRGrabbable)

Declaration

```
public override bool CanHover(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRSocket.CanHover\(HVRGrabbable\)](#)

OnGrabbed(HVRGrabArgs)

Declaration

```
protected override void OnGrabbed(HVRGrabArgs args)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabArgs	args	

Overrides

[HVRSocket.OnGrabbed\(HVRGrabArgs\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRShotgunMagazine

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRDamageProvider
HVRAMmo
HVRShotgunMagazine
```

Inherited Members

```
HVRAMmo.StartingCount
HVRAMmo.MaxCount
HVRAMmo.MaxRange
HVRAMmo.DestroyIfEmpty
HVRAMmo.EmptyDestroyTimer
HVRAMmo.CurrentCount
HVRAMmo.HasAmmo
HVRAMmo.IsEmpty
HVRAMmo.AddBullet()
HVRAMmo.CanAddBullet()
HVRAMmo.TryAddBullet()
HVRAMmo.RemoveBullet()
HVRAMmo.StartDestroy()
HVRDamageProvider.Damage
HVRDamageProvider.Force
HVRDamageProvider.Start()
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
```

```
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
```

```
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
```

Namespace: [HurricaneVR.Framework.Weapons](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRShotgunMagazine : HVRAmmo
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Enum HVRShotGunType

Namespace: [HurricaneVR.Framework.Weapons](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum HVRShotGunType
```

Fields

NAME	DESCRIPTION
Pump	
SemiAutomatic	

Class HVRSlide

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGrabbable
HVRSlide
```

Inherited Members

```
HVRGrabbable.GrabType
HVRGrabbable.TrackingType
HVRGrabbable.HoldType
HVRGrabbable.GrabControl
HVRGrabbable.OverrideGrabTrigger
HVRGrabbable.GrabTrigger
HVRGrabbable.RequireLineOfSight
HVRGrabbable.PoseImmediately
HVRGrabbable.ParentHandModel
HVRGrabbable.BreakDistance
HVRGrabbable.RemainsKinematic
HVRGrabbable.Stationary
HVRGrabbable.ReleasedAngularConversionFactor
HVRGrabbable.ReleasedVelocityFactor
HVRGrabbable.ReleasedAngularFactor
HVRGrabbable.GrabIndicator
HVRGrabbable.ForceGrabIndicator
HVRGrabbable.ShowGrabIndicator
HVRGrabbable.ShowTriggerGrabIndicator
HVRGrabbable.ShowForceGrabIndicator
HVRGrabbable.ForceGrabbable
HVRGrabbable.ForcePullOverride
HVRGrabbable.JointOverride
HVRGrabbable.OneHandJointSettings
HVRGrabbable.TwoHandJointSettings
HVRGrabbable.PullingSettingsOverride
HVRGrabbable.PalmCenterOfMass
HVRGrabbable.HandGrabbedClip
HVRGrabbable.StartingSocket
HVRGrabbable.LinkStartingSocket
HVRGrabbable.SocketGrabPoints
HVRGrabbable.Rigidbody
HVRGrabbable.AutoApplyLayer
HVRGrabbable.RequireOverlapClearance
HVRGrabbable.OverlapTimeout
HVRGrabbable.FinalJointMaxAngle
HVRGrabbable.FinalJointQuick
HVRGrabbable.FinalJointTimeout
HVRGrabbable.CollisionParents
HVRGrabbable.ExtralgnoreCollisionParents
```

HVRGrabbable.GrabColliders
HVRGrabbable.ConsiderGrabPointAngle
HVRGrabbable.UseColliderClosestPoint
HVRGrabbable.DisableHandCollision
HVRGrabbable.AllowMultiplayerSwap
HVRGrabbable.MasterGrabbable
HVRGrabbable.CollisionDetection
HVRGrabbable.PhysicsPoserFallback
HVRGrabbable.ShowBoundingBox
HVRGrabbable.DrawCenterOfMass
HVRGrabbable.GrabPoints
HVRGrabbable.Deactivated
HVRGrabbable.Activated
HVRGrabbable.Grabbed
HVRGrabbable.Released
HVRGrabbable.HoverEnter
HVRGrabbable.HoverExit
HVRGrabbable.Collided
HVRGrabbable.Destroyed
HVRGrabbable.HandGrabbed
HVRGrabbable.HandReleased
HVRGrabbable.HandFullReleased
HVRGrabbable.Socketed
HVRGrabbable.UnSocketed
HVRGrabbable.IsMine
HVRGrabbable.GrabberCount
HVRGrabbable.ElapsedSinceReleased
HVRGrabbable.IsBeingHeld
HVRGrabbable.IsSocketed
HVRGrabbable.IsBeingForcedGrabbed
HVRGrabbable.IsClimbable
HVRGrabbable.CanBeGrabbed
HVRGrabbable.Colliders
HVRGrabbable.AdditionallgnoreColliders
HVRGrabbable.Triggers
HVRGrabbable.OriginalCollisionMode
HVRGrabbable.WasGravity
HVRGrabbable.WasKinematic
HVRGrabbable.GrabPointsMeta
HVRGrabbable.PrimaryGrabber
HVRGrabbable.SocketHoverer
HVRGrabbable.Socketable
HVRGrabbable.LinkedSocket
HVRGrabbable.Socket
HVRGrabbable.LeftHandGrabber
HVRGrabbable.RightHandGrabber
HVRGrabbable.IsLeftHandGrabbed
HVRGrabbable.IsRightHandGrabbed
HVRGrabbable.IsHandGrabbed
HVRGrabbable.IsJointGrab
HVRGrabbable.HasConcaveColliders
HVRGrabbable.ForceTwoHandSettings

HVRGrabbable.RequiredGrabbableComponent
HVRGrabbable.RequiredGrabbable
HVRGrabbable.RequiresGrabbable
HVRGrabbable.DropOnRequiredReleased
HVRGrabbable.GrabRequiredIfReleased
HVRGrabbable.Grabbers
HVRGrabbable.HandGrabbers
HVRGrabbable.HeldGrabPoints
HVRGrabbable.ModelBounds
HVRGrabbable.Stabbers
HVRGrabbable.Stabbable
HVRGrabbable.IsStabbing
HVRGrabbable.IsStabbed
HVRGrabbable.BeingDestroyed
HVRGrabbable.Start()
HVRGrabbable.Update()
HVRGrabbable.FixedUpdate()
HVRGrabbable.OnCollisionEnter(Collision)
HVRGrabbable.IgnoreCollision(HVRGrabbable, Boolean)
HVRGrabbable.GrabPointValid(HVRHandGrabber, HVRPosableGrabPoint, GrabpointFilter)
HVRGrabbable.GetGrabPoint(HVRHandGrabber, GrabpointFilter)
HVRGrabbable.GetDistanceToGrabber(Vector3)
HVRGrabbable.GetSquareDistanceToGrabber(Vector3)
HVRGrabbable.DisableCollision()
HVRGrabbable.SetAllToTrigger()
HVRGrabbable.ResetToNonTrigger()
HVRGrabbable.EnableCollision()
HVRGrabbable.PopulateGrabPoints()
HVRGrabbable.LoadGrabPoints()
HVRGrabbable.GetAverageVelocity(Int32, Int32, Boolean, Int32)
HVRGrabbable.GetAverageAngularVelocity(Int32, Int32)
HVRGrabbable.AnyGrabberNotMine()
HVRGrabbable.ForceRelease()
HVRGrabbable.ProcessFixedUpdate()
HVRGrabbable.FindColliders(Transform, List<Collider>, List<Collider>)
HVRGrabbable.OnDeactivate(HVRGrabberBase)
HVRGrabbable.OnActivate(HVRGrabberBase)
HVRGrabbable.OnBeforeGrabbed(HVRGrabberBase)
HVRGrabbable.OnGrabCanceled(HVRGrabberBase)
HVRGrabbable.OnHoverEnter(HVRGrabberBase)
HVRGrabbable.OnHoverExit(HVRGrabberBase)
HVRGrabbable.OnBeforeHandGrabberRemoved(HVRHandGrabber)
HVRGrabbable.OnAfterHandGrabberRemoved(HVRHandGrabber)
HVRGrabbable.OnAfterHandGrabberAdded(HVRHandGrabber)
HVRGrabbable.UpdateHandSettings()
HVRGrabbable.SetupColliders()
HVRGrabbable.UpdateIgnoreColliders()
HVRGrabbable.IsIgnoreCollider(Collider)
HVRGrabbable.ResetRigidBody()
HVRGrabbable.RemoveJoint(HVRGrabberBase)
HVRGrabbable.InternalOnDeactivate(HVRGrabberBase)
HVRGrabbable.InternalOnActivate(HVRGrabberBase)

HVRGrabbable.InternalOnHoverExit(HVRGrabberBase)
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)

UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons](#)

Assembly: [HurricaneVR.Framework.dll](#)

Syntax

```
public class HVRSlide : HVRGrabbable
```

Fields

Difficulty

Declaration

```
[Tooltip("Faux difficulty for pulling back the charging handle")]
public float Difficulty
```

Field Value

TYPE	DESCRIPTION
System.Single	

EjectPosition

Declaration

```
[Tooltip("Position to reach to eject the chambered round")]
public Transform EjectPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

EjectReached

Declaration

```
public UnityEvent EjectReached
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

Forward

Declaration

```
[Tooltip("Forward resting position of the charging handle")]
public Transform Forward
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

ForwardSpeed

Declaration

```
[Header("Slide Settings")]
[Tooltip("Forward speed of the slide when released")]
public float ForwardSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

FullRelease

Declaration

```
[Header("Slide Events")]
public UnityEvent FullRelease
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

GrabbedPositionTracker

Declaration

```
[Tooltip("Dummy transform on the gun to track where the grabber started grabbing")]
public Transform GrabbedPositionTracker
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

MaximumPosition

Declaration

```
[Header("Required Tracking Transforms")]
[Tooltip("Maximum charging handle back position")]
public Transform MaximumPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

RequiredChamberedPosition

Declaration

```
[Tooltip("Position to reach that charging handle release will chamber a round.")]
public Transform RequiredChamberedPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Methods

Awake()

Declaration

```
protected override void Awake()
```

Overrides

[HVRGrabbable.Awake\(\)](#)

Close()

Declaration

```
public void Close()
```

OnGrabbed(HVRGrabberBase)

Declaration

```
protected override void OnGrabbed(HVRGrabberBase grabber)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	

Overrides

[HVRGrabbable.OnGrabbed\(HVRGrabberBase\)](#)

OnReleased(HVRGrabberBase)

Declaration

```
protected override void OnReleased(HVRGrabberBase grabber)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	

Overrides

[HVRGrabbable.OnReleased\(HVRGrabberBase\)](#)

ProcessUpdate()

Declaration

```
protected override void ProcessUpdate()
```

Overrides

[HVRGrabbable.ProcessUpdate\(\)](#)

PushBack()

Declaration

```
public virtual void PushBack()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Enum UpRecoilType

Namespace: [HurricaneVR.Framework.Weapons](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum UpRecoilType
```

Fields

NAME	DESCRIPTION
TorqueGun	
TorqueHand	
UpRecoil	

Namespace HurricaneVR.Framework.Weapons.Bow

Classes

[HVRArrow](#)

[HVRArrowLoader](#)

[HVRArrowPassthrough](#)

[HVRBowAnimator](#)

[HVRBowBase](#)

[HVRBowEvent](#)

[HVRNockingPoint](#)

[HVRPhysicsBow](#)

Enums

[HVRBowLimitStyle](#)

Class HVRArrow

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRArrow
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Bow](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(Rigidbody))]  
[RequireComponent(typeof(HVRGrabbable))]  
public class HVRArrow : MonoBehaviour
```

Fields

Notch

Declaration

```
public Transform Notch
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Properties

Flying

Declaration

```
public bool Flying { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

ForwardGrabbable

Declaration

```
public HVRArrowPassthrough ForwardGrabbable { get; }
```

Property Value

TYPE	DESCRIPTION
HVRArrowPassthrough	

Grabbable

Declaration

```
public HVRGrabbable Grabbable { get; }
```

Property Value

TYPE	DESCRIPTION
HVRGrabbable	

NotchPointLocal

Declaration

```
public Vector3 NotchPointLocal { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Rigidbody

Declaration

```
public Rigidbody Rigidbody { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

Methods

Awake()

Declaration

```
protected virtual void Awake()
```

DisableForwardGrabbable()

Declaration

```
public void DisableForwardGrabbable()
```

EnableForwardGrabbable()

Declaration

```
public void EnableForwardGrabbable()
```

FixedUpdate()

Declaration

```
public virtual void FixedUpdate()
```

OnCollisionEnter(Collision)

Declaration

```
protected virtual void OnCollisionEnter(Collision collision)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Collision	collision	

Update()

Declaration

```
public void Update()
```

Extension Methods

VRUtilities.GetRigidbody(MonoBehaviour)

VRUtilities.GetCopyOf<T>(Component, T)

Class HVRArrowLoader

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRArrowLoader
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Bow](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(HVRPhysicsBow))]  
public class HVRArrowLoader : MonoBehaviour
```

Fields

ArrowPrefab

Declaration

```
public GameObject ArrowPrefab
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

NockGrabbable

Declaration

```
public HVRGrabbable NockGrabbable
```

Field Value

TYPE	DESCRIPTION
HVRGrabbable	

Properties

bow

Declaration

```
public HVRPhysicsBow bow { get; }
```

Property Value

TYPE	DESCRIPTION
HVRPhysicsBow	

Methods

Start()

Declaration

```
public void Start()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRArrowPassthrough

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGrabbable
HVRArrowPassthrough
```

Inherited Members

```
HVRGrabbable.GrabType
HVRGrabbable.TrackingType
HVRGrabbable.HoldType
HVRGrabbable.GrabControl
HVRGrabbable.OverrideGrabTrigger
HVRGrabbable.GrabTrigger
HVRGrabbable.RequireLineOfSight
HVRGrabbable.PoseImmediately
HVRGrabbable.ParentHandModel
HVRGrabbable.BreakDistance
HVRGrabbable.RemainsKinematic
HVRGrabbable.Stationary
HVRGrabbable.ReleasedAngularConversionFactor
HVRGrabbable.ReleasedVelocityFactor
HVRGrabbable.ReleasedAngularFactor
HVRGrabbable.GrabIndicator
HVRGrabbable.ForceGrabIndicator
HVRGrabbable.ShowGrabIndicator
HVRGrabbable.ShowTriggerGrabIndicator
HVRGrabbable.ShowForceGrabIndicator
HVRGrabbable.ForceGrabbable
HVRGrabbable.ForcePullOverride
HVRGrabbable.JointOverride
HVRGrabbable.OneHandJointSettings
HVRGrabbable.TwoHandJointSettings
HVRGrabbable.PullingSettingsOverride
HVRGrabbable.PalmCenterOfMass
HVRGrabbable.HandGrabbedClip
HVRGrabbable.StartingSocket
HVRGrabbable.LinkStartingSocket
HVRGrabbable.SocketGrabPoints
HVRGrabbable.Rigidbody
HVRGrabbable.AutoApplyLayer
HVRGrabbable.RequireOverlapClearance
HVRGrabbable.OverlapTimeout
HVRGrabbable.FinalJointMaxAngle
HVRGrabbable.FinalJointQuick
HVRGrabbable.FinalJointTimeout
HVRGrabbable.CollisionParents
HVRGrabbable.ExtralgnoreCollisionParents
```

HVRGrabbable.GrabColliders
HVRGrabbable.ConsiderGrabPointAngle
HVRGrabbable.UseColliderClosestPoint
HVRGrabbable.DisableHandCollision
HVRGrabbable.AllowMultiplayerSwap
HVRGrabbable.MasterGrabbable
HVRGrabbable.CollisionDetection
HVRGrabbable.PhysicsPoserFallback
HVRGrabbable.ShowBoundingBox
HVRGrabbable.DrawCenterOfMass
HVRGrabbable.GrabPoints
HVRGrabbable.Deactivated
HVRGrabbable.Activated
HVRGrabbable.Grabbed
HVRGrabbable.Released
HVRGrabbable.HoverEnter
HVRGrabbable.HoverExit
HVRGrabbable.Collided
HVRGrabbable.Destroyed
HVRGrabbable.HandGrabbed
HVRGrabbable.HandReleased
HVRGrabbable.HandFullReleased
HVRGrabbable.Socketed
HVRGrabbable.UnSocketed
HVRGrabbable.IsMine
HVRGrabbable.GrabberCount
HVRGrabbable.ElapsedSinceReleased
HVRGrabbable.IsBeingHeld
HVRGrabbable.IsSocketed
HVRGrabbable.IsBeingForcedGrabbed
HVRGrabbable.IsClimbable
HVRGrabbable.CanBeGrabbed
HVRGrabbable.Colliders
HVRGrabbable.AdditionallgnoreColliders
HVRGrabbable.Triggers
HVRGrabbable.OriginalCollisionMode
HVRGrabbable.WasGravity
HVRGrabbable.WasKinematic
HVRGrabbable.GrabPointsMeta
HVRGrabbable.PrimaryGrabber
HVRGrabbable.SocketHoverer
HVRGrabbable.Socketable
HVRGrabbable.LinkedSocket
HVRGrabbable.Socket
HVRGrabbable.LeftHandGrabber
HVRGrabbable.RightHandGrabber
HVRGrabbable.IsLeftHandGrabbed
HVRGrabbable.IsRightHandGrabbed
HVRGrabbable.IsHandGrabbed
HVRGrabbable.IsJointGrab
HVRGrabbable.HasConcaveColliders
HVRGrabbable.ForceTwoHandSettings

HVRGrabbable.RequiredGrabbableComponent
HVRGrabbable.RequiredGrabbable
HVRGrabbable.RequiresGrabbable
HVRGrabbable.DropOnRequiredReleased
HVRGrabbable.GrabRequiredIfReleased
HVRGrabbable.Grabbers
HVRGrabbable.HandGrabbers
HVRGrabbable.HeldGrabPoints
HVRGrabbable.ModelBounds
HVRGrabbable.Stabbers
HVRGrabbable.Stabbable
HVRGrabbable.IsStabbing
HVRGrabbable.IsStabbed
HVRGrabbable.BeingDestroyed
HVRGrabbable.Awake()
HVRGrabbable.Update()
HVRGrabbable.FixedUpdate()
HVRGrabbable.OnCollisionEnter(Collision)
HVRGrabbable.IgnoreCollision(HVRGrabbable, Boolean)
HVRGrabbable.GrabPointValid(HVRHandGrabber, HVRPosableGrabPoint, GrabpointFilter)
HVRGrabbable.GetGrabPoint(HVRHandGrabber, GrabpointFilter)
HVRGrabbable.GetDistanceToGrabber(Vector3)
HVRGrabbable.GetSquareDistanceToGrabber(Vector3)
HVRGrabbable.DisableCollision()
HVRGrabbable.SetAllToTrigger()
HVRGrabbable.ResetToNonTrigger()
HVRGrabbable.EnableCollision()
HVRGrabbable.PopulateGrabPoints()
HVRGrabbable.LoadGrabPoints()
HVRGrabbable.GetAverageVelocity(Int32, Int32, Boolean, Int32)
HVRGrabbable.GetAverageAngularVelocity(Int32, Int32)
HVRGrabbable.AnyGrabberNotMine()
HVRGrabbable.ForceRelease()
HVRGrabbable.ProcessUpdate()
HVRGrabbable.Process FixedUpdate()
HVRGrabbable.FindColliders(Transform, List<Collider>, List<Collider>)
HVRGrabbable.OnDeactivate(HVRGrabberBase)
HVRGrabbable.OnActivate(HVRGrabberBase)
HVRGrabbable.OnBeforeGrabbed(HVRGrabberBase)
HVRGrabbable.OnGrabCanceled(HVRGrabberBase)
HVRGrabbable.OnReleased(HVRGrabberBase)
HVRGrabbable.OnHoverEnter(HVRGrabberBase)
HVRGrabbable.OnHoverExit(HVRGrabberBase)
HVRGrabbable.OnBeforeHandGrabberRemoved(HVRHandGrabber)
HVRGrabbable.OnAfterHandGrabberRemoved(HVRHandGrabber)
HVRGrabbable.OnAfterHandGrabberAdded(HVRHandGrabber)
HVRGrabbable.UpdateHandSettings()
HVRGrabbable.SetupColliders()
HVRGrabbable.UpdateIgnoreColliders()
HVRGrabbable.IsIgnoreCollider(Collider)
HVRGrabbable.ResetRigidBody()
HVRGrabbable.RemoveJoint(HVRGrabberBase)

HVRGrabbable.InternalOnDeactivate(HVRGrabberBase)
HVRGrabbable.InternalOnActivate(HVRGrabberBase)
HVRGrabbable.InternalOnHoverExit(HVRGrabberBase)
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)

UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Bow](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRArrowPassthrough : HVRGrabbable
```

Fields

Arrow

Declaration

```
public HVRGrabbable Arrow
```

Field Value

TYPE	DESCRIPTION
HVRGrabbable	

Methods

OnGrabbed(HVRGrabberBase)

Declaration

```
protected override void OnGrabbed(HVRGrabberBase grabber)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	

Overrides

[HVRGrabbable.OnGrabbed\(HVRGrabberBase\)](#)

Start()

Declaration

```
protected override void Start()
```

Overrides

[HVRGrabbable.Start\(\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRBowAnimator

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRBowAnimator
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Bow](#)
Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(HVRPhysicsBow))]  
public class HVRBowAnimator : MonoBehaviour
```

Fields

Animator

Declaration

```
public Animator Animator
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Animator	

Properties

Bow

Declaration

```
public HVRPhysicsBow Bow { get; }
```

Property Value

TYPE	DESCRIPTION
HVRPhysicsBow	

Methods

Start()

Declaration

```
public void Start()
```

Update()

Declaration

```
public void Update()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRBowBase

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRBowBase
HVRPhysicsBow
```

Inherited Members

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
```

UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)

```
System.Object.GetType()  
System.Object.MemberwiseClone()  
System.Object.ReferenceEquals(System.Object, System.Object)
```

Namespace: [HurricaneVR.Framework.Weapons.Bow](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(HVRGrabbable))]  
[RequireComponent(typeof(Rigidbody))]  
public class HVRBowBase : MonoBehaviour
```

Fields

BowHand

Declaration

```
protected HVRHandGrabber BowHand
```

Field Value

TYPE	DESCRIPTION
HVRHandGrabber	

BowHandHaptics

Declaration

```
public bool BowHandHaptics
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

ForwardMarker

Declaration

```
[Tooltip("Transform for forward vector, uses this transform if not provided.")]  
public Transform ForwardMarker
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

HapticsDuration

Declaration

```
[Tooltip("Vibration frequency when pulling the bow.")]  
public float HapticsDuration
```

Field Value

TYPE	DESCRIPTION
System.Single	

HapticsFrequency

Declaration

```
[Tooltip("Vibration frequency when pulling the bow.")]
public float HapticsFrequency
```

Field Value

TYPE	DESCRIPTION
System.Single	

HapticsMaxAmplitude

Declaration

```
[Tooltip("Vibration strength when pulling the bow.")]
[Range(0F, 1F)]
public float HapticsMaxAmplitude
```

Field Value

TYPE	DESCRIPTION
System.Single	

HapticsMinAmplitude

Declaration

```
[Tooltip("Vibration strength when pulling the bow.")]
[Range(0F, 1F)]
public float HapticsMinAmplitude
```

Field Value

TYPE	DESCRIPTION
System.Single	

HapticStep

Declaration

```
[Tooltip("Number of haptic ticks by percent traveled.")]
[Range(0.02F, 1F)]
public float HapticStep
```

Field Value

TYPE	DESCRIPTION
System.Single	

LeftRest

Declaration

```
[Header("Transforms")]
[Tooltip("Arrow Rest When the bow is held with the left hand.")]
public Transform LeftRest
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

NockGrabbable

Declaration

```
[Header("Bow String")]
public HVRGrabbable NockGrabbable
```

Field Value

TYPE	DESCRIPTION
HVRGrabbable	

NockHand

Declaration

```
protected HVRHandGrabber NockHand
```

Field Value

TYPE	DESCRIPTION
HVRHandGrabber	

ReleasedSFX

Declaration

```
public AudioClip[] ReleasedSFX
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip[]	

ReverseArrowsRests

Declaration

```
public bool ReverseArrowsRests
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

RightRest

Declaration

```
[Tooltip("Arrow Rest When the bow is held with the right hand.")]  
public Transform RightRest
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

ShootThreshold

Declaration

```
public float ShootThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

Speed

Declaration

```
public float Speed
```

Field Value

TYPE	DESCRIPTION
System.Single	

SpeedCurve

Declaration

```
public AnimationCurve SpeedCurve
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AnimationCurve	

StringClip

Declaration

```
[Header("SFX")]  
public AudioClip StringClip
```

Field Value

TYPE	DESCRIPTION
UnityEngine.AudioClip	

StringDropLimit

Declaration

```
public float StringDropLimit
```

Field Value

TYPE	DESCRIPTION
System.Single	

StringHaptics

Declaration

```
[Header("Haptics")]
public bool StringHaptics
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

StringLimit

Declaration

```
public float StringLimit
```

Field Value

TYPE	DESCRIPTION
System.Single	

StringLimitStyle

Declaration

```
[Header("Settings")]
public HVRBowLimitStyle StringLimitStyle
```

Field Value

TYPE	DESCRIPTION
HVRBowLimitStyle	

StringMaxPitch

Declaration

```
public float StringMaxPitch
```

Field Value

TYPE	DESCRIPTION
System.Single	

StringMinPitch

Declaration

```
public float StringMinPitch
```

Field Value

TYPE	DESCRIPTION
System.Single	

Properties

Arrow

Declaration

```
protected HVRArrow Arrow { get; set; }
```

Property Value

TYPE	DESCRIPTION
HVRArrow	

ArrowNocked

Declaration

```
public bool ArrowNocked { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Forward

Declaration

```
public Vector3 Forward { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Grabbable

Declaration

```
public HVRGrabbable Grabbable { get; }
```

Property Value

TYPE	DESCRIPTION
HVRGrabbable	

NockSocket

Declaration

```
public HVRNockingPoint NockSocket { get; }
```

Property Value

TYPE	DESCRIPTION
HVRNockingPoint	

Rest

Declaration

```
public Transform Rest { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Transform	

Rigidbody

Declaration

```
public Rigidbody Rigidbody { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Rigidbody	

Tension

Declaration

```
public float Tension { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

WorldForward

Declaration

```
public Vector3 WorldForward { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Methods

AfterFixedUpdateBow()

Declaration

```
protected virtual void AfterFixedUpdateBow()
```

BeforeFixedUpdateBow()

Declaration

```
protected virtual void BeforeFixedUpdateBow()
```

CheckArrowRelease()

Declaration

```
protected virtual void CheckArrowRelease()
```

CheckDropArrow()

Declaration

```
protected virtual void CheckDropArrow()
```

EnableBowHandCollisionRoutine(HVRHandGrabber, HVRGrabbable)

Declaration

```
protected IEnumerator EnableBowHandCollisionRoutine(HVRHandGrabber hand, HVRGrabbable arrow)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	hand	
HVRGrabbable	arrow	

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

FixedUpdateBow()

Declaration

```
protected virtual void FixedUpdateBow()
```

NockArrow(HVRArrow)

Declaration

```
public void NockArrow(HVRArrow arrow)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRArrow	arrow	

OnArrowDropped()

Declaration

```
protected virtual void OnArrowDropped()
```

OnArrowNocked(HVRArrow)

Declaration

```
protected virtual void OnArrowNocked(HVRArrow arrow)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRArrow	arrow	

OnArrowRemoved(HVRArrow)

Declaration

```
protected virtual void OnArrowRemoved(HVRArrow arrow)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRArrow	arrow	

OnArrowShot()

Declaration

```
protected virtual void OnArrowShot()
```

OnArrowSocketed(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected virtual void OnArrowSocketed(HVRGrabberBase arg0, HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	arg0	
HVRGrabbable	grabbable	

OnBowSocketed(HVRSocket, HVRGrabbable)

Declaration

```
protected virtual void OnBowSocketed(HVRSocket arg0, HVRGrabbable arg1)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocket	arg0	
HVRGrabbable	arg1	

OnBowUnsocketed(HVRSocket, HVRGrabbable)

Declaration

```
protected virtual void OnBowUnsocketed(HVRSocket arg0, HVRGrabbable arg1)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocket	arg0	
HVRGrabbable	arg1	

OnDrawGizmosSelected()

Declaration

```
public void OnDrawGizmosSelected()
```

OnGrabbed(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected virtual void OnGrabbed(HVRGrabberBase arg0, HVRGrabbable arg1)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	arg0	
HVRGrabbable	arg1	

OnHandGrabbed(HVRHandGrabber, HVRGrabbable)

Declaration

```
protected virtual void OnHandGrabbed(HVRHandGrabber hand, HVRGrabbable bow)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	hand	
HVRGrabbable	bow	

OnHandReleased(HVRHandGrabber, HVRGrabbable)

Declaration

```
protected virtual void OnHandReleased(HVRHandGrabber arg0, HVRGrabbable arg1)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	arg0	

TYPE	NAME	DESCRIPTION
HVRGrabbable	arg1	

OnNockedArrowGrabbed(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected virtual void OnNockedArrowGrabbed(HVRGrabberBase arg0, HVRGrabbable arg1)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	arg0	
HVRGrabbable	arg1	

OnReleased(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected virtual void OnReleased(HVRGrabberBase arg0, HVRGrabbable arg1)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	arg0	
HVRGrabbable	arg1	

OnStringGrabbed(HVRHandGrabber, HVRGrabbable)

Declaration

```
protected virtual void OnStringGrabbed(HVRHandGrabber hand, HVRGrabbable nock)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	hand	
HVRGrabbable	nock	

OnStringReleased(HVRHandGrabber, HVRGrabbable)

Declaration

```
protected virtual void OnStringReleased(HVRHandGrabber arg0, HVRGrabbable arg1)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	arg0	
HVRGrabbable	arg1	

PlayReleasedSFX()

Declaration

```
protected virtual void PlayReleasedSFX()
```

PlayStringSFX(Single)

Declaration

```
protected virtual void PlayStringSFX(float nockDistance)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	nockDistance	

ShootArrow(Vector3)

Declaration

```
protected virtual void ShootArrow(Vector3 direction)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	direction	

Start()

Declaration

```
protected virtual void Start()
```

UpdateBow()

Declaration

```
protected virtual void UpdateBow()
```

UpdateBowHandCollision(HVRHandGrabber, HVRGrabbable, Boolean)

Declaration

```
protected void UpdateBowHandCollision(HVRHandGrabber hand, HVRGrabbable arrow, bool enable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	hand	
HVRGrabbable	arrow	
System.Boolean	enable	

UpdateHaptics(Single)

Declaration

```
protected virtual void UpdateHaptics(float nockDistance)
```

Parameters

Type	Name	Description
System.Single	nockDistance	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRBowEvent

Inheritance

System.Object

UnityEngine.Events.UnityEventBase

UnityEngine.Events.UnityEvent<HVRPhysicsBow>

HVRBowEvent

Implements

UnityEngine.ISerializationCallbackReceiver

Inherited Members

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Weapons.Bow.HVRPhysicsBow>.AddListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Weapons.Bow.HVRPhysicsBow>)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Weapons.Bow.HVRPhysicsBow>.RemoveListener(UnityEngine.Events.UnityAction<HurricaneVR.Framework.Weapons.Bow.HVRPhysicsBow>)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Weapons.Bow.HVRPhysicsBow>.FindMethod_Impl(System.String, System.Object)
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Weapons.Bow.HVRPhysicsBow>.Invoke(HurricaneVR.Framework.Weapons.Bow.HVRPhysicsBow)
UnityEngine.Events.UnityEventBase.UnityEventBase.ISerializationCallbackReceiver.OnBeforeSerialize()
UnityEngine.Events.UnityEventBase.UnityEventBase.ISerializationCallbackReceiver.OnAfterDeserialize()
UnityEngine.Events.UnityEventBase.GetPersistentEventCount()
UnityEngine.Events.UnityEventBase.GetPersistentTarget(System.Int32)
UnityEngine.Events.UnityEventBase.GetPersistentMethodName(System.Int32)
UnityEngine.Events.UnityEventBase.SetPersistentListenerState(System.Int32, UnityEngine.Events.UnityEventCallState)
UnityEngine.Events.UnityEventBase.AddListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveListener(System.Object, System.Reflection.MethodInfo)
UnityEngine.Events.UnityEventBase.RemoveAllListeners()
UnityEngine.Events.UnityEventBase.Invoke(System.Object[])
UnityEngine.Events.UnityEventBase.ToString()
UnityEngine.Events.UnityEventBase.GetValidMethodInfo(System.Object, System.String, System.Type[])
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode)
UnityEngine.Events.UnityEventBase.ValidateRegistration(System.Reflection.MethodInfo, System.Object, UnityEngine.Events.PersistentListenerMode, System.Type)
UnityEngine.Events.UnityEventBase.RegisterPersistentListener(System.Int32, System.Object, System.Reflection.MethodInfo)
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Bow](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRBowEvent : UnityEvent<HVRPhysicsBow>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

Enum HVRBowLimitStyle

Namespace: [HurricaneVR.Framework.Weapons.Bow](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum HVRBowLimitStyle
```

Fields

NAME	DESCRIPTION
DropArrow	
Limit	
ShootArrow	

Class HVRNockingPoint

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGrabberBase
HVRSocket
HVRNockingPoint
```

Inherited Members

```
HVRSocket.GrabControl
HVRSocket.GrabDetectionType
HVRSocket.CheckHandOverlap
HVRSocket.ReleasesOnHover
HVRSocket.HoldType
HVRSocket.AutoSpawnPrefab
HVRSocket.GrabTimeout
HVRSocket.GrabbableMustBeHeld
HVRSocket.GrabsFromHand
HVRSocket.HoverActions
HVRSocket.HandGrabActions
HVRSocket.ParentDisablesGrab
HVRSocket.ParentGrabbable
HVRSocket.CanRemoveGrabbable
HVRSocket.ScaleGrabbable
HVRSocket.Size
HVRSocket.CanGrabStabbingGrabbable
HVRSocket.AudioGrabbedOverride
HVRSocket.AudioReleasedOverride
HVRSocket.AudioGrabbedFallback
HVRSocket.AudioReleasedFallback
HVRSocket.SocketFilters
HVRSocket.FilterCondition
HVRSocket.DistanceSource
HVRSocket.SpawnedPrefab
HVRSocket.DebugScale
HVRSocket._previousParent
HVRSocket._previousScale
HVRSocket._modelBounds
HVRSocket._appQuitting
HVRSocket._timeoutGrabbable
HVRSocket._mass
HVRSocket._hadRigidBody
HVRSocket._ignoreGrabSFX
HVRSocket._fixPositionRoutine
HVRSocket.LinkedGrabbable
HVRSocket.IsGrabActivated
HVRSocket.IsHoldActive
HVRSocket.AllowSwap
```

HVRSocket.CanInteract
HVRSocket.IsSocket
HVRSocket.CanAddGrabbable
HVRSocket.CheckAutoSpawn()
HVRSocket.Update()
HVRSocket.CheckHover()
HVRSocket.CanHover(HVRGrabbable)
HVRSocket.OnHoverEnter(HVRGrabbable)
HVRSocket.OnHandGrabberEntered()
HVRSocket.OnHandGrabberExited()
HVRSocket.OnHoverGrabbableReleased(HVRGrabberBase, HVRGrabbable)
HVRSocket.OnHoverExit(HVRGrabbable)
HVRSocket.CheckGrab()
HVRSocket.CanGrab(HVRGrabbable)
HVRSocket.CanGrabEx(HVRGrabbable)
HVRSocket.IsValid(HVRGrabbable)
HVRSocket.OnBeforeHover(HVRGrabbable)
HVRSocket.OnAfterHover(HVRGrabbable)
HVRSocket.GetPositionOffset(HVRGrabbable)
HVRSocket.GetRotationOffset(HVRGrabbable)
HVRSocket.GetTargetPosition(HVRGrabbable)
HVRSocket.GetTargetRotation(HVRGrabbable)
HVRSocket.OnGrabbableParented(HVRGrabbable)
HVRSocket.PositionGrabbable(HVRGrabbable)
HVRSocket.RotateGrabbable(HVRGrabbable)
HVRSocket.HandleRigidBodyGrab(HVRGrabbable)
HVRSocket.CleanupRigidBody(HVRGrabbable)
HVRSocket.PlaySocketedSFX(HVRSocketable)
HVRSocket.PlayUnsocketedSFX(HVRGrabbable)
HVRSocket.PlaySFX(AudioClip)
HVRSocket.UpdateScale(HVRGrabbable)
HVRSocket.OnReleased(HVRGrabbable)
HVRSocket.CanGrabbableBeRemoved(HVRHandGrabber)
HVRSocket.GrabTimeoutRoutine(HVRGrabbable)
HVRSocket.TryGrab(HVRGrabbable, Boolean, Boolean)
HVRSocket.GetDistanceToGrabber(Vector3)
HVRSocket.GetSquareDistanceToGrabber(Vector3)
HVRGrabberBase.BeforeGrabbed
HVRGrabberBase.Grabbed
HVRGrabberBase.Released
HVRGrabberBase.BeforeHoverEnter
HVRGrabberBase.HoverEnter
HVRGrabberBase.HoverExit
HVRGrabberBase.GrabBags
HVRGrabberBase.ControllerRotation
HVRGrabberBase.AllowHovering
HVRGrabberBase.AllowGrabbing
HVRGrabberBase.IsGrabbing
HVRGrabberBase.IsHovering
HVRGrabberBase.HoverTarget
HVRGrabberBase.GrabbedTarget
HVRGrabberBase.IsHandGrabber

HVRGrabberBase.Rigidbody
HVRGrabberBase._grabPoint
HVRGrabberBase.GrabPoint
HVRGrabberBase.JointAnchorWorldPosition
HVRGrabberBase.Velocity
HVRGrabberBase.IsMine
HVRGrabberBase.PerformUpdate
HVRGrabberBase.PullingGrabbable
HVRGrabberBase.OnEnable()
HVRGrabberBase.OnDisable()
HVRGrabberBase.OnDestroy()
HVRGrabberBase.FixedUpdate()
HVRGrabberBase.CheckRelease()
HVRGrabberBase.ForceRelease()
HVRGrabberBase.HandSwapRelease()
HVRGrabberBase.IsValidGrabbable(HVRGrabbable)
HVRGrabberBase.GetClosestGrabbable()
HVRGrabberBase.GetClosestGrabbable(Predicate<HVRGrabbable>)
HVRGrabberBase.TryGrab(HVRGrabbable, Boolean)
HVRGrabberBase.TryGrabNoEvents(HVRGrabbable, Boolean)
HVRGrabberBase.CheckForceRelease(HVRGrabbable)
HVRGrabberBase.GrabGrabbable(HVRGrabberBase, HVRGrabbable, Boolean)
HVRGrabberBase.OnBeforeGrabbed(HVRGrabArgs)
HVRGrabberBase.OnAfterGrabbed(HVRGrabbable)
HVRGrabberBase.CheckUnHover()
HVRGrabberBase.ClosestValidHover(Boolean)
HVRGrabberBase.ClosestValidHover()
HVRGrabberBase.HoverGrabbable(HVRGrabberBase, HVRGrabbable)
HVRGrabberBase.UnhoverGrabbable(HVRGrabberBase, HVRGrabbable)
HVRGrabberBase.OnGrabbableDestroyed(HVRGrabbable)
HVRGrabberBase.CheckForLineOfSight(Vector3, HVRGrabbable, LayerMask, Single, Boolean)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()

```
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
```

UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Bow](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRNockingPoint : HVRSocket
```

Methods

[OnGrabbed\(HVRGrabArgs\)](#)

Declaration

```
protected override void OnGrabbed(HVRGrabArgs args)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabArgs	args	

Overrides

[HVRSocket.OnGrabbed\(HVRGrabArgs\)](#)

[Start\(\)](#)

Declaration

```
protected override void Start()
```

Overrides

[HVRSocket.Start\(\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRPhysicsBow

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[HVRBowBase](#)
HVRPhysicsBow

Inherited Members

[HVRBowBase.NockGrabbable](#)
[HVRBowBase.StringLimit](#)
[HVRBowBase.StringDropLimit](#)
[HVRBowBase.StringLineStyle](#)
[HVRBowBase.ShootThreshold](#)
[HVRBowBase.Speed](#)
[HVRBowBase.SpeedCurve](#)
[HVRBowBase.ReverseArrowsRests](#)
[HVRBowBase.LeftRest](#)
[HVRBowBase.RightRest](#)
[HVRBowBase.ForwardMarker](#)
[HVRBowBase.StringHaptics](#)
[HVRBowBase.BowHandHaptics](#)
[HVRBowBase.HapticStep](#)
[HVRBowBase.HapticsMinAmplitude](#)
[HVRBowBase.HapticsMaxAmplitude](#)
[HVRBowBase.HapticsDuration](#)
[HVRBowBase.HapticsFrequency](#)
[HVRBowBase.StringClip](#)
[HVRBowBase.StringMinPitch](#)
[HVRBowBase.StringMaxPitch](#)
[HVRBowBase.ReleasedSFX](#)
[HVRBowBase.Rest](#)
[HVRBowBase.Tension](#)
[HVRBowBase.Forward](#)
[HVRBowBase.WorldForward](#)
[HVRBowBase.ArrowNocked](#)
[HVRBowBase.Arrow](#)
[HVRBowBase.NockSocket](#)
[HVRBowBase.Grabbable](#)
[HVRBowBase.Rigidbody](#)
[HVRBowBase.NockHand](#)
[HVRBowBase.BowHand](#)
[HVRBowBase.UpdateBow\(\)](#)
[HVRBowBase.BeforeFixedUpdateBow\(\)](#)
[HVRBowBase.FixedUpdateBow\(\)](#)
[HVRBowBase.NockArrow\(HVRArrow\)](#)
[HVRBowBase.CheckArrowRelease\(\)](#)
[HVRBowBase.OnArrowShot\(\)](#)
[HVRBowBase.CheckDropArrow\(\)](#)

HVRBowBase.UpdateHaptics(Single)
HVRBowBase.PlayStringSFX(Single)
HVRBowBase.PlayReleasedSFX()
HVRBowBase.OnGrabbed(HVRGrabberBase, HVRGrabbable)
HVRBowBase.OnReleased(HVRGrabberBase, HVRGrabbable)
HVRBowBase.OnArrowSocketed(HVRGrabberBase, HVRGrabbable)
HVRBowBase.OnNockedArrowGrabbed(HVRGrabberBase, HVRGrabbable)
HVRBowBase.OnHandGrabbed(HVRHandGrabber, HVRGrabbable)
HVRBowBase.OnHandReleased(HVRHandGrabber, HVRGrabbable)
HVRBowBase.OnArrowDropped()
HVRBowBase.UpdateBowHandCollision(HVRHandGrabber, HVRGrabbable, Boolean)
HVRBowBase.EnableBowHandCollisionRoutine(HVRHandGrabber, HVRGrabbable)
HVRBowBase.OnDrawGizmosSelected()
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)

UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags

System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Bow](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[RequireComponent(typeof(HVRGrabbable))]  
[RequireComponent(typeof(Rigidbody))]  
public class HVRPhysicsBow : HVRBowBase
```

Fields

CanNockRotate

Declaration

```
[Tooltip("If true the nock joint will be freed on the forward axis which will allow the hand to rotate while  
holding the nock")]  
public bool CanNockRotate
```

Field Value

Type	Description
System.Boolean	

StringHeldSpring

Declaration

```
public float StringHeldSpring
```

Field Value

Type	Description
System.Single	

StringSpring

Declaration

```
[Header("Physics Bow Settings")]  
public float StringSpring
```

Field Value

Type	Description
System.Single	

Properties

NockRigidbody

Declaration

```
public Rigidbody NockRigidbody { get; }
```

Property Value

Type	Description
UnityEngine.Rigidbody	

Methods

AfterFixedUpdateBow()

Declaration

```
protected override void AfterFixedUpdateBow()
```

Overrides

[HVRBowBase.AfterFixedUpdateBow\(\)](#)

OnArrowNocked(HVRArrow)

Declaration

```
protected override void OnArrowNocked(HVRArrow arrow)
```

Parameters

Type	Name	Description
HVRArrow	arrow	

Overrides

[HVRBowBase.OnArrowNocked\(HVRArrow\)](#)

OnArrowRemoved(HVRArrow)

Declaration

```
protected override void OnArrowRemoved(HVRArrow arrow)
```

Parameters

Type	Name	Description
HVRArrow	arrow	

Overrides

[HVRBowBase.OnArrowRemoved\(HVRArrow\)](#)

OnBowSocketed(HVRSocket, HVRGrabbable)

Declaration

```
protected override void OnBowSocketed(HVRSocket arg0, HVRGrabbable arg1)
```

Parameters

Type	Name	Description
HVRSocket	arg0	
HVRGrabbable	arg1	

Overrides

[HVRBowBase.OnBowSocketed\(HVRSocket, HVRGrabbable\)](#)

OnBowUnsocketed(HVRSocket, HVRGrabbable)

Declaration

```
protected override void OnBowUnsocketed(HVRSocket arg0, HVRGrabbable arg1)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRSocket	arg0	
HVRGrabbable	arg1	

Overrides

[HVRBowBase.OnBowUnsocketed\(HVRSocket, HVRGrabbable\)](#)

OnStringGrabbed(HVRHandGrabber, HVRGrabbable)

Declaration

```
protected override void OnStringGrabbed(HVRHandGrabber hand, HVRGrabbable nock)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	hand	
HVRGrabbable	nock	

Overrides

[HVRBowBase.OnStringGrabbed\(HVRHandGrabber, HVRGrabbable\)](#)

OnStringReleased(HVRHandGrabber, HVRGrabbable)

Declaration

```
protected override void OnStringReleased(HVRHandGrabber arg0, HVRGrabbable arg1)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	arg0	
HVRGrabbable	arg1	

Overrides

[HVRBowBase.OnStringReleased\(HVRHandGrabber, HVRGrabbable\)](#)

ShootArrow(Vector3)

Declaration

```
protected override void ShootArrow(Vector3 direction)
```

Parameters

Type	Name	Description
UnityEngine.Vector3	direction	

Overrides

[HVRBowBase.ShootArrow\(Vector3\)](#)

Start()

Declaration

```
protected override void Start()
```

Overrides

[HVRBowBase.Start\(\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Namespace HurricaneVR.Framework.Weapons.Guns

Classes

[HVRAutoDropMagazine](#)

[HVRAutomaticGun](#)

[HVRBullet](#)

[HVRBulletEmitter](#)

[HVRCockingHandle](#)

[HVRGrabMagazine](#)

[HVRGunBase](#)

[HVRGunBolt](#)

[HVRGunEmitterBase](#)

[HVRGunHaptics](#)

[HVRGunPart](#)

[HVRMagazineSocket](#)

[HVRPistol](#)

[HVRPooledEmitter](#)

[HVRShotgun](#)

[HVRTriggerAnimator](#)

Enums

[CycleDirection](#)

[HVRCockingHandleType](#)

Enum CycleDirection

Namespace: [HurricaneVR.Framework.Weapons.Guns](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum CycleDirection
```

Fields

NAME	DESCRIPTION
Backward	
Forward	

Class HVRAutoDropMagazine

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGrabberBase
HVRSocket
HVRAutoDropMagazine
```

Inherited Members

```
HVRSocket.GrabControl
HVRSocket.GrabDetectionType
HVRSocket.CheckHandOverlap
HVRSocket.ReleasesOnHover
HVRSocket.HoldType
HVRSocket.AutoSpawnPrefab
HVRSocket.GrabTimeout
HVRSocket.GrabbableMustBeHeld
HVRSocket.GrabsFromHand
HVRSocket.HoverActions
HVRSocket.HandGrabActions
HVRSocket.ParentDisablesGrab
HVRSocket.ParentGrabbable
HVRSocket.CanRemoveGrabbable
HVRSocket.ScaleGrabbable
HVRSocket.Size
HVRSocket.CanGrabStabbingGrabbable
HVRSocket.AudioGrabbedOverride
HVRSocket.AudioReleasedOverride
HVRSocket.AudioGrabbedFallback
HVRSocket.AudioReleasedFallback
HVRSocket.SocketFilters
HVRSocket.FilterCondition
HVRSocket.DistanceSource
HVRSocket.SpawnedPrefab
HVRSocket.DebugScale
HVRSocket._previousParent
HVRSocket._previousScale
HVRSocket._modelBounds
HVRSocket._appQuitting
HVRSocket._timeoutGrabbable
HVRSocket._mass
HVRSocket._hadRigidBody
HVRSocket._ignoreGrabSFX
HVRSocket._fixPositionRoutine
HVRSocket.LinkedGrabbable
HVRSocket.IsGrabActivated
HVRSocket.IsHoldActive
HVRSocket.AllowSwap
```

HVRSocket.CanInteract
HVRSocket.IsSocket
HVRSocket.CanAddGrabbable
HVRSocket.Start()
HVRSocket.CheckAutoSpawn()
HVRSocket.Update()
HVRSocket.CheckHover()
HVRSocket.CanHover(HVRGrabbable)
HVRSocket.OnHandGrabberEntered()
HVRSocket.OnHandGrabberExited()
HVRSocket.OnHoverGrabbableReleased(HVRGrabberBase, HVRGrabbable)
HVRSocket.OnHoverExit(HVRGrabbable)
HVRSocket.CheckGrab()
HVRSocket.CanGrabEx(HVRGrabbable)
HVRSocket.OnBeforeHover(HVRGrabbable)
HVRSocket.OnAfterHover(HVRGrabbable)
HVRSocket.OnGrabbed(HVRGrabArgs)
HVRSocket.GetPositionOffset(HVRGrabbable)
HVRSocket.GetRotationOffset(HVRGrabbable)
HVRSocket.GetTargetPosition(HVRGrabbable)
HVRSocket.GetTargetRotation(HVRGrabbable)
HVRSocket.OnGrabbableParented(HVRGrabbable)
HVRSocket.PositionGrabbable(HVRGrabbable)
HVRSocket.RotateGrabbable(HVRGrabbable)
HVRSocket.HandleRigidBodyGrab(HVRGrabbable)
HVRSocket.CleanupRigidBody(HVRGrabbable)
HVRSocket.PlaySocketedSFX(HVRSocketable)
HVRSocket.PlayUnsocketedSFX(HVRGrabbable)
HVRSocket.PlaySFX(AudioClip)
HVRSocket.UpdateScale(HVRGrabbable)
HVRSocket.OnReleased(HVRGrabbable)
HVRSocket.CanGrabbableBeRemoved(HVRHandGrabber)
HVRSocket.GrabTimeoutRoutine(HVRGrabbable)
HVRSocket.TryGrab(HVRGrabbable, Boolean, Boolean)
HVRSocket.GetDistanceToGrabber(Vector3)
HVRSocket.GetSquareDistanceToGrabber(Vector3)
HVRGrabberBase.BeforeGrabbed
HVRGrabberBase.Grabbed
HVRGrabberBase.Released
HVRGrabberBase.BeforeHoverEnter
HVRGrabberBase.HoverEnter
HVRGrabberBase.HoverExit
HVRGrabberBase.GrabBags
HVRGrabberBase.ControllerRotation
HVRGrabberBase.AllowHovering
HVRGrabberBase.AllowGrabbing
HVRGrabberBase.IsGrabbing
HVRGrabberBase.IsHovering
HVRGrabberBase.HoverTarget
HVRGrabberBase.GrabbedTarget
HVRGrabberBase.IsHandGrabber
HVRGrabberBase.Rigidbody

HVRGrabberBase._grabPoint
HVRGrabberBase.GrabPoint
HVRGrabberBase.JointAnchorWorldPosition
HVRGrabberBase.Velocity
HVRGrabberBase.IsMine
HVRGrabberBase.PerformUpdate
HVRGrabberBase.PullingGrabbable
HVRGrabberBase.OnEnable()
HVRGrabberBase.OnDisable()
HVRGrabberBase.OnDestroy()
HVRGrabberBase.FixedUpdate()
HVRGrabberBase.CheckRelease()
HVRGrabberBase.ForceRelease()
HVRGrabberBase.HandSwapRelease()
HVRGrabberBase.IsValidGrabbable(HVRGrabbable)
HVRGrabberBase.GetClosestGrabbable()
HVRGrabberBase.GetClosestGrabbable(Predicate<HVRGrabbable>)
HVRGrabberBase.TryGrab(HVRGrabbable, Boolean)
HVRGrabberBase.TryGrabNoEvents(HVRGrabbable, Boolean)
HVRGrabberBase.CheckForceRelease(HVRGrabbable)
HVRGrabberBase.GrabGrabbable(HVRGrabberBase, HVRGrabbable, Boolean)
HVRGrabberBase.OnBeforeGrabbed(HVRGrabArgs)
HVRGrabberBase.OnAfterGrabbed(HVRGrabbable)
HVRGrabberBase.CheckUnHover()
HVRGrabberBase.ClosestValidHover(Boolean)
HVRGrabberBase.ClosestValidHover()
HVRGrabberBase.HoverGrabbable(HVRGrabberBase, HVRGrabbable)
HVRGrabberBase.UnhoverGrabbable(HVRGrabberBase, HVRGrabbable)
HVRGrabberBase.OnGrabbableDestroyed(HVRGrabbable)
HVRGrabberBase.CheckForLineOfSight(Vector3, HVRGrabbable, LayerMask, Single, Boolean)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)

```
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
```

UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Guns](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRAutoDropMagazine : HVRSocket
```

Fields

MagazineSocket

Declaration

```
public HVRSocket MagazineSocket
```

Field Value

TYPE	DESCRIPTION
HVRSocket	

Methods

CanGrab(HVRGrabbable)

Declaration

```
public override bool CanGrab(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRSocket.CanGrab\(HVRGrabbable\)](#)

IsValid(HVRGrabbable)

Declaration

```
public override bool IsValid(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRSocket.IsValid\(HVRGrabbable\)](#)

OnHoverEnter(HVRGrabbable)

Declaration

```
protected override void OnHoverEnter(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Overrides

[HVRSocket.OnHoverEnter\(HVRGrabbable\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRAutomaticGun

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRDamageProvider
HVRGunBase
HVRAutomaticGun
```

Inherited Members

```
HVRGunBase.Grabbable
HVRGunBase.TriggerPullThreshold
HVRGunBase.TriggerResetThreshold
HVRGunBase.Cooldown
HVRGunBase.HitLayerMask
HVRGunBase.MuzzleFlashTime
HVRGunBase.BarrelRange
HVRGunBase.RequiresAmmo
HVRGunBase.RequiresChamberedBullet
HVRGunBase.FireType
HVRGunBase.BulletSpeed
HVRGunBase.AmmoEjectVelocity
HVRGunBase.MuzzleSmokeTime
HVRGunBase.ChambersAfterFiring
HVRGunBase.EjectCasingAfterFiring
HVRGunBase.BoltPushedBackAfterEmpty
HVRGunBase.UseAmmoProperties
HVRGunBase.NoAmmoRange
HVRGunBase.AddForceOnHit
HVRGunBase.Haptics
HVRGunBase.HapticGrabbables
HVRGunBase.MuzzleFlashObject
HVRGunBase.MuzzleSmoke
HVRGunBase.ChamberedRound
HVRGunBase.ChamberedCasing
HVRGunBase.AmmoEjectDirection
HVRGunBase.BulletOrigin
HVRGunBase.BulletEmitter
HVRGunBase.CasingEmitter
HVRGunBase.CockingHandle
HVRGunBase.Bolt
HVRGunBase.StabilizerGrabbable
HVRGunBase.RecoilComponent
HVRGunBase.AmmoSocket
HVRGunBase.GunSounds
HVRGunBase.TriggerAnimator
HVRGunBase.CyclingTime
HVRGunBase.AnimateGun
HVRGunBase.Animator
```

HVRGunBase.FireParameter
HVRGunBase.MaxPooledBullets
HVRGunBase.SlowMotionBulletOnly
HVRGunBase.BulletPrefab
HVRGunBase.BulletLife
HVRGunBase.Fired
HVRGunBase.Hit
HVRGunBase.TimeOfLastShot
HVRGunBase.IsBulletChambered
HVRGunBase.Ammo
HVRGunBase.AmmoGrabbable
HVRGunBase.BulletRange
HVRGunBase.DamageProvider
HVRGunBase.OutOfAmmo
HVRGunBase.IsFiring
HVRGunBase.Rounds Fired
HVRGunBase.SetupPooledBullets()
HVRGunBase.Update()
HVRGunBase.CheckTriggerHaptics()
HVRGunBase.IsTriggerReset
HVRGunBase.IsTriggerPulled
HVRGunBase.CheckTriggerPull()
HVRGunBase.UpdateShooting()
HVRGunBase.OnCockingHandleChambered()
HVRGunBase.OnCockingHandleEjected()
HVRGunBase.OnCockingHandleReleased()
HVRGunBase.EnableChamberedRound()
HVRGunBase.EnableChamberedCasing()
HVRGunBase.DisableChamberedCasing()
HVRGunBase.DisableChamberedRound()
HVRGunBase.OnHandReleased(HVRHandGrabber, HVRGrabbable)
HVRGunBase.OnHandGrabbed(HVRHandGrabber, HVRGrabbable)
HVRGunBase.OnAmmoSocketed(HVRGrabberBase, HVRGrabbable)
HVRGunBase.AmmoSocketedHaptics()
HVRGunBase.OnAmmoSocketReleased(HVRGrabberBase, HVRGrabbable)
HVRGunBase.AmmoSocketReleasedHaptics()
HVRGunBase.ReleaseAmmo()
HVRGunBase.EjectAmmo(HVRGrabbable)
HVRGunBase.AfterAmmoReleased(HVRGrabbable, HVRAmmo)
HVRGunBase.TriggerPulled()
HVRGunBase.TriggerReleased()
HVRGunBase.TriggerReleasedHaptics()
HVRGunBase.PlayDryFire()
HVRGunBase.DryFireHaptics()
HVRGunBase.UpdateTriggerAnimation()
HVRGunBase.Recoil()
HVRGunBase.CanFire()
HVRGunBase.PlaySFX()
HVRGunBase.Shoot()
HVRGunBase.OnShoot()
HVRGunBase.Animate()
HVRGunBase.AnimationRoutine()

HVRGunBase.TryReload()
HVRGunBase.TryChamberRound()
HVRGunBase.OnOutOfAmmo()
HVRGunBase.PlayAnimator()
HVRGunBase.OnFire(Vector3)
HVRGunBase.FireHaptics()
HVRGunBase.CockingHandleEjectHaptics()
HVRGunBase.CockingHandleReleasedHaptics()
HVRGunBase.CockingHandleChamberedHaptics()
HVRGunBase.PlayHapticsAllHands(HapticData)
HVRGunBase.PlayHaptics(HVRGrabbable, HapticData)
HVRGunBase.FireBullet(Vector3)
HVRGunBase.After Fired()
HVRGunBase.MuzzleFlash()
HVRGunBase.SMOKE()
HVRGunBase.DisableFireAnimator()
HVRGunBase.OnHit(RaycastHit, Vector3)
HVRGunBase.EjectBullet()
HVRGunBase.EjectCasing()
HVRGunBase.IgnoreCollision(Collider[], Single)
HVRGunBase.IgnoreCollisionRoutine(Collider[], Single)
HVRDamageProvider.Damage
HVRDamageProvider.Force
HVRDamageProvider.Start()
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()

UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)

UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Guns](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRAutomaticGun : HVRGunBase
```

Methods

[Awake\(\)](#)

Declaration

```
protected override void Awake()
```

Overrides

[HVRGunBase.Awake\(\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRBullet

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRBullet
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Guns](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRBullet : MonoBehaviour
```

Fields

Elapsed

Declaration

```
public float Elapsed
```

Field Value

TYPE	DESCRIPTION
System.Single	

Gravity

Declaration

```
public float Gravity
```

Field Value

TYPE	DESCRIPTION
System.Single	

Hit

Declaration

```
public bool Hit
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LayerMask

Declaration

```
public LayerMask LayerMask
```

Field Value

TYPE	DESCRIPTION
UnityEngine.LayerMask	

Speed

Declaration

```
public float Speed
```

Field Value

TYPE	DESCRIPTION
System.Single	

TimeToLive

Declaration

```
public float TimeToLive
```

Field Value

TYPE	DESCRIPTION
System.Single	

Properties

Gun

Declaration

```
public HVRGunBase Gun { get; set; }
```

Property Value

TYPE	DESCRIPTION
HVRGunBase	

Methods

Reset()

Declaration

```
public void Reset()
```

Update()

Declaration

```
public void Update()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRBulletEmitter

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGunEmitterBase
HVRBulletEmitter
```

Inherited Members

```
HVRGunEmitterBase.LaunchRadius
HVRGunEmitterBase.MinVelocity
HVRGunEmitterBase.MaxVelocity
HVRGunEmitterBase.MinAngularVelocity
HVRGunEmitterBase.MaxAngularVelocity
HVRGunEmitterBase.Gun
HVRGunEmitterBase.Prefab
HVRGunEmitterBase.Awake\(\)
HVRGunEmitterBase.Launch\(Rigidbody\)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
```

UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
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UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
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UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
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UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)

UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Guns](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRBulletEmitter : HVRGunEmitterBase
```

Methods

Emit()

Declaration

```
public override void Emit()
```

Overrides

[HVRGunEmitterBase.Emit\(\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRCockingHandle

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[HVRGunPart](#)
HVRCockingHandle

Inherited Members

[HVRGunPart.ForwardPosition](#)

[HVRGunPart.BackwardPosition](#)

UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)

UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name

UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Guns](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRCockingHandle : HVRGunPart
```

Fields

AccelerationThreshold

Declaration

```
[Tooltip("Hand must move this fast to unlock the handle")]
public float AccelerationThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

AnimatedParts

Declaration

```
public List<HVRGunPart> AnimatedParts
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< HVRGunPart >	

Bolt

Declaration

```
[Tooltip("Bolt that moves with the charging handle, pump")]
public HVRGunBolt Bolt
```

Field Value

TYPE	DESCRIPTION
HVRGunBolt	

ChamberRound

Declaration

```
public UnityEvent ChamberRound
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

ChamberRoundPosition

Declaration

```
[Tooltip("Position to reach that will chamber a round.")]
public Vector3 ChamberRoundPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Difficulty

Declaration

```
[Tooltip("Faux difficulty for pulling back the handle")]
public float Difficulty
```

Field Value

TYPE	DESCRIPTION
System.Single	

EjectPosition

Declaration

```
[Header("Editor Positions")]
[Tooltip("Position to reach to eject the chambered round")]
public Vector3 EjectPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

EjectReached

Declaration

```
public UnityEvent EjectReached
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

ForwardSpeed

Declaration

```
[Header("Settings")]
[Tooltip("Forward speed of the slide when released")]
public float ForwardSpeed
```

Field Value

Type	Description
System.Single	

Grabbable

Declaration

```
[Header("Components")]
public HVRGrabbable Grabbable
```

Field Value

Type	Description
HVRGrabbable	

ImmediateReleaseWhenOpen

Declaration

```
[Tooltip("If the handle was popped open due to out of ammo, it will release immediately upon being grabbed")]
public bool ImmediateReleaseWhenOpen
```

Field Value

Type	Description
System.Boolean	

LockBackOverride

Declaration

```
[Tooltip("If true, locks back even if the handle isn't reciprocating")]
public bool LockBackOverride
```

Field Value

Type	Description
System.Boolean	

LocksForward

Declaration

```
[Header("Lock Options")]
public bool LocksForward
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Released

Declaration

```
[Header("Slide Events")]
public UnityEvent Released
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

TriggerThreshold

Declaration

```
public float TriggerThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

TriggerUnlocks

Declaration

```
public bool TriggerUnlocks
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Type

Declaration

```
public HVRCockingHandleType Type
```

Field Value

TYPE	DESCRIPTION
HVRCockingHandleType	

Properties

BackDirectionWorld

Declaration

```
public Vector3 BackDirectionWorld { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

EmptyOpen

Declaration

```
public bool EmptyOpen { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

ForwardPositionWorld

Declaration

```
public Vector3 ForwardPositionWorld { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

LocksBack

Declaration

```
public virtual bool LocksBack { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

MaxPositionWorld

Declaration

```
public Vector3 MaxPositionWorld { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Methods

Animate(Single, CycleDirection)

Declaration

```
public override void Animate(float percent, CycleDirection direction)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	percent	
CycleDirection	direction	

Overrides

[HVRGunPart.AnimateSingle\(CycleDirection\)](#)

AnimateParts()

Declaration

```
protected virtual void AnimateParts()
```

Awake()

Declaration

```
protected virtual void Awake()
```

CheckChamberDistance(Single)

Declaration

```
protected virtual void CheckChamberDistance(float distance)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	distance	

CheckEject(Single)

Declaration

```
protected virtual void CheckEject(float distance)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	distance	

CheckLock(Single)

Declaration

```
protected virtual void CheckLock(float distance)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	distance	

CheckUnlock()

Declaration

```
protected virtual bool CheckUnlock()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

ClampPullBack(Single, Vector3)

Declaration

```
protected virtual void ClampPullBack(float distance, Vector3 backDirection)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	distance	
UnityEngine.Vector3	backDirection	

Close()

Declaration

```
public void Close()
```

Disable()

Declaration

```
public void Disable()
```

Enable()

Declaration

```
public void Enable()
```

ForwardRoutine()

Declaration

```
protected virtual IEnumerator ForwardRoutine()
```

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

Lock()

Declaration

```
public void Lock()
```

Move(Single)

Declaration

```
public void Move(float percent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	percent	

MoveBolt()

Declaration

```
protected virtual void MoveBolt()
```

OnGrabbed(HVRHandGrabber, HVRGrabbable)

Declaration

```
protected virtual void OnGrabbed(HVRHandGrabber grabber, HVRGrabbable slide)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	grabber	
HVRGrabbable	slide	

OnReleased(HVRHandGrabber, HVRGrabbable)

Declaration

```
protected virtual void OnReleased(HVRHandGrabber grabber, HVRGrabbable slide)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	grabber	
HVRGrabbable	slide	

PushBack()

Declaration

```
public virtual void PushBack()
```

Unlock()

Declaration

```
public void Unlock()
```

Update()

Declaration

```
protected virtual void Update()
```

UpdateHandTracking()

Declaration

```
protected virtual void UpdateHandTracking()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Enum HVRCockingHandleType

Namespace: [HurricaneVR.Framework.Weapons.Guns](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public enum HVRCockingHandleType
```

Fields

NAME	DESCRIPTION
NonReciprocating	
Pump	
Reciprocating	

Class HVRGrabMagazine

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRHandGrabEvent
HVRGrabMagazine
```

Inherited Members

```
HVRHandGrabEvent.Grabbable
HVRHandGrabEvent.Grabbed
HVRHandGrabEvent.Update\(\)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
```

```
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
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UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
```

UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Guns](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRGrabMagazine : HVRHandGrabEvent
```

Fields

GrabDelay

Declaration

```
public float GrabDelay
```

Field Value

Type	Description
System.Single	

MagSocket

Declaration

```
public HVRSocket MagSocket
```

Field Value

Type	Description
HVRSocket	

Timeout

Declaration

```
protected WaitForSeconds Timeout
```

Field Value

Type	Description
UnityEngine.WaitForSeconds	

Methods

Awake()

Declaration

```
protected override void Awake()
```

Overrides

[HVRHandGrabEvent.Awake\(\)](#)

CheckEnableGrab()

Declaration

```
protected override bool CheckEnableGrab()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[HVRHandGrabEvent.CheckEnableGrab\(\)](#)

GrabRoutine(HVRGrabbable, HVRHandGrabber)

Declaration

```
protected IEnumerator GrabRoutine(HVRGrabbable ammo, HVRHandGrabber hand)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	ammo	
HVRHandGrabber	hand	

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

OnHandGrabbed(HVRHandGrabber, HVRGrabbable)

Declaration

```
protected override void OnHandGrabbed(HVRHandGrabber hand, HVRGrabbable arg1)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	hand	
HVRGrabbable	arg1	

Overrides

[HVRHandGrabEvent.OnHandGrabbed\(HVRHandGrabber, HVRGrabbable\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRGunBase

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[HVRDamageProvider](#)
[HVRGunBase](#)
[HVRAutomaticGun](#)
[HVRPistol](#)
[HVRShotgun](#)

Inherited Members

[HVRDamageProvider.Damage](#)
[HVRDamageProvider.Force](#)
[HVRDamageProvider.Start\(\)](#)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)

UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
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UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
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UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
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UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()

UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Guns](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRGunBase : HVRDamageProvider
```

Fields

AddForceOnHit

Declaration

```
[Tooltip("If true adds force on hit to everything")]
public bool AddForceOnHit
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

AmmoEjectDirection

Declaration

```
[Header("Required Transforms")]
[Tooltip("Optional Direction to eject Ammo - use the z axis")]
public Transform AmmoEjectDirection
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

AmmoEjectVelocity

Declaration

```
[Tooltip("How fast to kick the magazine out of the gun")]
public float AmmoEjectVelocity
```

Field Value

TYPE	DESCRIPTION
System.Single	

AmmoSocket

Declaration

```
[Tooltip("Socket for taking in ammo / magazines")]
public HVRSocket AmmoSocket
```

Field Value

TYPE	DESCRIPTION
HVRSocket	

AnimateGun

Declaration

```
public bool AnimateGun
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Animator

Declaration

```
public Animator Animator
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Animator	

BarrelRange

Declaration

```
[Tooltip("Flexible bullet range per gun type")]
public float BarrelRange
```

Field Value

TYPE	DESCRIPTION
System.Single	

Bolt

Declaration

```
public HVRGunBolt Bolt
```

Field Value

TYPE	DESCRIPTION
HVRGunBolt	

BoltPushedBackAfterEmpty

Declaration

```
[Tooltip("Should the gun automatically push the bolt back after out of ammo")]
public bool BoltPushedBackAfterEmpty
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

BulletEmitter

Declaration

```
[Header("Components")]
public HVRGunEmitterBase BulletEmitter
```

Field Value

TYPE	DESCRIPTION
HVRGunEmitterBase	

BulletLife

Declaration

```
public float BulletLife
```

Field Value

TYPE	DESCRIPTION
System.Single	

BulletOrigin

Declaration

```
[Tooltip("Where the bullet should come from, z forward direction")]
public Transform BulletOrigin
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

BulletPrefab

Declaration

```
public GameObject BulletPrefab
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

BulletSpeed

Declaration

```
[Tooltip("Speed of the bullet prefab")]
public float BulletSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

CasingEmitter

Declaration

```
public HVRGunEmitterBase CasingEmitter
```

Field Value

TYPE	DESCRIPTION
HVRGunEmitterBase	

ChamberedCasing

Declaration

```
public GameObject ChamberedCasing
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

ChamberedRound

Declaration

```
public GameObject ChamberedRound
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

ChambersAfterFiring

Declaration

```
[Tooltip("Should the gun automatically chamber the next round after firing")]
public bool ChambersAfterFiring
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

CockingHandle

Declaration

```
public HVRCockingHandle CockingHandle
```

Field Value

TYPE	DESCRIPTION
HVRCockingHandle	

Cooldown

Declaration

```
[Tooltip("Cooldown before the next shot")]
public float Cooldown
```

Field Value

TYPE	DESCRIPTION
System.Single	

CyclingTime

Declaration

```
public float CyclingTime
```

Field Value

TYPE	DESCRIPTION
System.Single	

EjectCasingAfterFiring

Declaration

```
[Tooltip("Should the gun automatically eject a casing after firing")]
public bool EjectCasingAfterFiring
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Fired

Declaration

```
public UnityEvent Fired
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

FireParameter

Declaration

```
public string FireParameter
```

Field Value

TYPE	DESCRIPTION
System.String	

FireType

Declaration

```
public FireType FireType
```

Field Value

TYPE	DESCRIPTION
FireType	

GunSounds

Declaration

```
[Tooltip("Component that handles gun sfx")]
public HVRGunSounds GunSounds
```

Field Value

TYPE	DESCRIPTION
HVRGunSounds	

HapticGrabbables

Declaration

```
public List<HVRGrabbable> HapticGrabbables
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<HVRGrabbable>	

Haptics

Declaration

```
[Header("Haptics")]
public HVRGunHaptics Haptics
```

Field Value

TYPE	DESCRIPTION
HVRGunHaptics	

Hit

Declaration

```
public GunHitEvent Hit
```

Field Value

TYPE	DESCRIPTION
GunHitEvent	

HitLayerMask

Declaration

```
[Tooltip("Physics layers for the ray cast")]
public LayerMask HitLayerMask
```

Field Value

TYPE	DESCRIPTION
UnityEngine.LayerMask	

IsTriggerPulled

Declaration

```
public bool IsTriggerPulled
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

IsTriggerReset

Declaration

```
public bool IsTriggerReset
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

MaxPooledBullets

Declaration

```
public int MaxPooledBullets
```

Field Value

TYPE	DESCRIPTION
System.Int32	

MuzzleFlashObject

Declaration

```
[Header("Objects")]
[Tooltip("Muzzle flash object")]
public GameObject MuzzleFlashObject
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

MuzzleFlashTime

Declaration

```
public float MuzzleFlashTime
```

Field Value

TYPE	DESCRIPTION
System.Single	

MuzzleSmoke

Declaration

```
[Tooltip("Muzzle smoke object")]
public GameObject MuzzleSmoke
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

MuzzleSmokeTime

Declaration

```
[Tooltip("How long until we destroy the muzzle smoke object")]
public float MuzzleSmokeTime
```

Field Value

TYPE	DESCRIPTION
System.Single	

NoAmmoRange

Declaration

```
[Tooltip("If not using ammo properties, range of the bullet")]
public float NoAmmoRange
```

Field Value

TYPE	DESCRIPTION
System.Single	

RecoilComponent

Declaration

```
[Tooltip("Recoil settings component")]
public HVRRecoil RecoilComponent
```

Field Value

TYPE	DESCRIPTION
HVRRecoil	

RequiresAmmo

Declaration

```
[Tooltip("Does this gun require ammo inserted to shoot")]
public bool RequiresAmmo
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

RequiresChamberedBullet

Declaration

```
[Tooltip("Is chambering required to shoot")]
public bool RequiresChamberedBullet
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

SlowMotionBulletOnly

Declaration

```
[Header("Projectile")]
public bool SlowMotionBulletOnly
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

StabilizerGrabbable

Declaration

```
[Tooltip("If this grabbable is held, the StabilizedRecoilForce is used when shooting.")]
public HVRGrabbable StabilizerGrabbable
```

Field Value

TYPE	DESCRIPTION
HVRGrabbable	

TriggerAnimator

Declaration

```
[Header("Animation")]
public HVRTiggerAnimator TriggerAnimator
```

Field Value

TYPE	DESCRIPTION
HVRTriggerAnimator	

TriggerPullThreshold

Declaration

```
[Header("Settings")]
public float TriggerPullThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

TriggerResetThreshold

Declaration

```
public float TriggerResetThreshold
```

Field Value

TYPE	DESCRIPTION
System.Single	

UseAmmoProperties

Declaration

```
[Tooltip("If true will use damage, force, range, from the ammo")]
public bool UseAmmoProperties
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Properties

Ammo

Declaration

```
public HVRAMmo Ammo { get; set; }
```

Property Value

TYPE	DESCRIPTION
HVRAMmo	

AmmoGrabbable

Declaration

```
public HVRGrabbable AmmoGrabbable { get; set; }
```

Property Value

TYPE	DESCRIPTION
HVRGrabbable	

BulletRange

Declaration

```
public float BulletRange { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

DamageProvider

Declaration

```
public HVRDamageProvider DamageProvider { get; }
```

Property Value

TYPE	DESCRIPTION
HVRDamageProvider	

Grabbable

Declaration

```
public HVRGrabbable Grabbable { get; }
```

Property Value

TYPE	DESCRIPTION
HVRGrabbable	

IsBulletChambered

Declaration

```
public bool IsBulletChambered { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsFiring

Declaration

```
public bool IsFiring { get; protected set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

OutOfAmmo

Declaration

```
public bool OutOfAmmo { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

RoundsFired

Declaration

```
protected int RoundsFired { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

TimeOfLastShot

Declaration

```
protected float TimeOfLastShot { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Methods

AfterAmmoReleased(HVRGrabbable, HVRAmmo)

Declaration

```
protected virtual void AfterAmmoReleased(HVRGrabbable ammoGrabbable, HVRAmmo releasedAmmo)
```

Parameters

Type	Name	Description
HVRGrabbable	ammoGrabbable	
HVRAMmo	releasedAmmo	

AfterFired()

Declaration

```
protected virtual void AfterFired()
```

AmmoSocketedHaptics()

Declaration

```
protected virtual void AmmoSocketedHaptics()
```

AmmoSocketReleasedHaptics()

Declaration

```
protected virtual void AmmoSocketReleasedHaptics()
```

Animate()

Declaration

```
protected virtual void Animate()
```

AnimationRoutine()

Declaration

```
protected IEnumerator AnimationRoutine()
```

Returns

Type	Description
System.Collections.IEnumerator	

Awake()

Declaration

```
protected virtual void Awake()
```

CanFire()

Declaration

```
protected virtual bool CanFire()
```

Returns

Type	Description
System.Boolean	

CheckTriggerHaptics()

Declaration

```
protected virtual void CheckTriggerHaptics()
```

CheckTriggerPull()

Declaration

```
protected virtual void CheckTriggerPull()
```

CockingHandleChamberedHaptics()

Declaration

```
protected virtual void CockingHandleChamberedHaptics()
```

CockingHandleEjectHaptics()

Declaration

```
protected virtual void CockingHandleEjectHaptics()
```

CockingHandleReleasedHaptics()

Declaration

```
protected virtual void CockingHandleReleasedHaptics()
```

DisableChamberedCasing()

Declaration

```
protected virtual void DisableChamberedCasing()
```

DisableChamberedRound()

Declaration

```
protected virtual void DisableChamberedRound()
```

DisableFireAnimator()

Declaration

```
public void DisableFireAnimator()
```

DryFireHaptics()

Declaration

```
protected virtual void DryFireHaptics()
```

EjectAmmo(HVRGrabbable)

Declaration

```
protected virtual void EjectAmmo(HVRGrabbable ammoGrabbable)
```

Parameters

Type	Name	Description
HVRGrabbable	ammoGrabbable	

EjectBullet()

Declaration

```
public virtual void EjectBullet()
```

EjectCasing()

Declaration

```
public virtual void EjectCasing()
```

EnableChamberedCasing()

Declaration

```
protected virtual void EnableChamberedCasing()
```

EnableChamberedRound()

Declaration

```
protected virtual void EnableChamberedRound()
```

FireBullet(Vector3)

Declaration

```
protected virtual void FireBullet(Vector3 direction)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	direction	

FireHaptics()

Declaration

```
protected virtual void FireHaptics()
```

IgnoreCollision(Collider[], Single)

Declaration

```
public virtual void IgnoreCollision(Collider[] colliders, float time)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Collider[]	colliders	
System.Single	time	

IgnoreCollisionRoutine(Collider[], Single)

Declaration

```
protected virtual IEnumerator IgnoreCollisionRoutine(Collider[] colliders, float time)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Collider[]	colliders	
System.Single	time	

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

MuzzleFlash()

Declaration

```
protected virtual void MuzzleFlash()
```

OnAmmoSocketed(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected virtual void OnAmmoSocketed(HVRGrabberBase grabber, HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	
HVRGrabbable	grabbable	

OnAmmoSocketReleased(HVRGrabberBase, HVRGrabbable)

Declaration

```
protected virtual void OnAmmoSocketReleased(HVRGrabberBase arg0, HVRGrabbable arg1)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	arg0	
HVRGrabbable	arg1	

OnCockingHandleChambered()

Declaration

```
protected virtual void OnCockingHandleChambered()
```

OnCockingHandleEjected()

Declaration

```
protected virtual void OnCockingHandleEjected()
```

OnCockingHandleReleased()

Declaration

```
protected virtual void OnCockingHandleReleased()
```

OnFire(Vector3)

Declaration

```
protected virtual void OnFire(Vector3 direction)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	direction	

OnHandGrabbed(HVRHandGrabber, HVRGrabbable)

Declaration

```
protected virtual void OnHandGrabbed(HVRHandGrabber hand, HVRGrabbable arg1)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	hand	
HVRGrabbable	arg1	

OnHandReleased(HVRHandGrabber, HVRGrabbable)

Declaration

```
protected virtual void OnHandReleased(HVRHandGrabber arg0, HVRGrabbable arg1)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	arg0	
HVRGrabbable	arg1	

OnHit(RaycastHit, Vector3)

Declaration

```
protected virtual void OnHit(RaycastHit hit, Vector3 direction)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.RaycastHit	hit	
UnityEngine.Vector3	direction	

OnOutOfAmmo()

Declaration

```
protected virtual void OnOutOfAmmo()
```

OnShoot()

Declaration

```
protected virtual void OnShoot()
```

PlayAnimator()

Declaration

```
protected virtual void PlayAnimator()
```

PlayDryFire()

Declaration

```
protected virtual void PlayDryFire()
```

PlayHaptics(HVRGrabbable, HapticData)

Declaration

```
protected virtual void PlayHaptics(HVRGrabbable grabbable, HapticData data)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	
HurricaneVR.Framework.Shared.HapticData	data	

PlayHapticsAllHands(HapticData)

Declaration

```
protected virtual void PlayHapticsAllHands(HapticData haptic)
```

Parameters

TYPE	NAME	DESCRIPTION
HurricaneVR.Framework.Shared.HapticData	haptic	

PlaySFX()

Declaration

```
protected virtual void PlaySFX()
```

Recoil()

Declaration

```
protected virtual void Recoil()
```

ReleaseAmmo()

Declaration

```
public virtual void ReleaseAmmo()
```

SetupPooledBullets()

Declaration

```
protected virtual void SetupPooledBullets()
```

Shoot()

Declaration

```
protected virtual void Shoot()
```

Smoke()

Declaration

```
protected virtual void Smoke()
```

TriggerPulled()

Declaration

```
public virtual void TriggerPulled()
```

TriggerReleased()

Declaration

```
public virtual void TriggerReleased()
```

TriggerReleasedHaptics()

Declaration

```
public virtual void TriggerReleasedHaptics()
```

TryChamberRound()

Declaration

```
public virtual void TryChamberRound()
```

TryReload()

Declaration

```
protected virtual void TryReload()
```

Update()

Declaration

```
protected virtual void Update()
```

UpdateShooting()

Declaration

```
protected virtual void UpdateShooting()
```

UpdateTriggerAnimation()

Declaration

```
public virtual void UpdateTriggerAnimation()
```

Extension Methods

`VRUtilities.GetRigidbody(MonoBehaviour)`

`VRUtilities.GetCopyOf<T>(Component, T)`

Class HVRGunBolt

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGunPart
HVRGunBolt
```

Inherited Members

[HVRGunPart.ForwardPosition](#)

[HVRGunPart.BackwardPosition](#)

```
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
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UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
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UnityEngine.Component.GetComponentInChildren(System.Type)
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UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
```

UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent<T>()
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UnityEngine.Object.Equals(System.Object)
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UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name

UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Guns](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRGunBolt : HVRGunPart
```

Properties

IsPushedBack

Declaration

```
public bool IsPushedBack { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

Animate(Single, CycleDirection)

Declaration

```
public override void Animate(float percent, CycleDirection direction)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	percent	
CycleDirection	direction	

Overrides

[HVRGunPart.Animate\(Single, CycleDirection\)](#)

Move(Single)

Declaration

```
public void Move(float percent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	percent	

PushBack()

Declaration

```
public virtual void PushBack()
```

Extension Methods

`VRUtilities.GetRigidbody(MonoBehaviour)`

`VRUtilities.GetCopyOf<T>(Component, T)`

Class HVRGunEmitterBase

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGunEmitterBase
[HVRBulletEmitter](#)
[HVRPooledEmitter](#)

Inherited Members

UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)

UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags

System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Guns](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public abstract class HVRGunEmitterBase : MonoBehaviour
```

Fields

Gun

Declaration

```
public HVRGunBase Gun
```

Field Value

TYPE	DESCRIPTION
HVRGunBase	

LaunchRadius

Declaration

```
public float LaunchRadius
```

Field Value

TYPE	DESCRIPTION
System.Single	

MaxAngularVelocity

Declaration

```
public Vector3 MaxAngularVelocity
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

MaxVelocity

Declaration

```
public float MaxVelocity
```

Field Value

TYPE	DESCRIPTION
System.Single	

MinAngularVelocity

Declaration

```
public Vector3 MinAngularVelocity
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

MinVelocity

Declaration

```
public float MinVelocity
```

Field Value

TYPE	DESCRIPTION
System.Single	

Prefab

Declaration

```
public GameObject Prefab
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GameObject	

Methods

Awake()

Declaration

```
protected virtual void Awake()
```

Emit()

Declaration

```
public virtual void Emit()
```

Launch(Rigidbody)

Declaration

```
public virtual void Launch(Rigidbody rb)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Rigidbody	rb	

Extension Methods

`VRUtilities.GetRigidbody(MonoBehaviour)`

`VRUtilities.GetCopyOf<T>(Component, T)`

Class HVRGunHaptics

Inheritance

System.Object
UnityEngine.Object
UnityEngine.ScriptableObject
HVRGunHaptics

Inherited Members

UnityEngine.ScriptableObject.SetDirty()
UnityEngine.ScriptableObject.CreateInstance(System.String)
UnityEngine.ScriptableObject.CreateInstance(System.Type)
UnityEngine.ScriptableObject.CreateInstance<T>()
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Guns](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
[CreateAssetMenu(menuName = "HurricaneVR/GunHaptics", fileName = "GunHaptics")]
public class HVRGunHaptics : ScriptableObject
```

Fields

AmmoSocketed

Declaration

```
public HapticData AmmoSocketed
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HapticData	

AmmoSocketReleased

Declaration

```
public HapticData AmmoSocketReleased
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HapticData	

CockingHandleChamberedRound

Declaration

```
public HapticData CockingHandleChamberedRound
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HapticData	

CockingHandleEject

Declaration

```
public HapticData CockingHandleEject
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HapticData	

CockingHandleReleased

Declaration

```
public HapticData CockingHandleReleased
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HapticData	

DryFire

Declaration

```
public HapticData DryFire
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HapticData	

Fire

Declaration

```
public HapticData Fire
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HapticData	

TriggeredReleased

Declaration

```
public HapticData TriggeredReleased
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HapticData	

TriggerSqueezed

Declaration

```
public HapticData TriggerSqueezed
```

Field Value

TYPE	DESCRIPTION
HurricaneVR.Framework.Shared.HapticData	

TriggerSqueezeStart

Declaration

```
public float TriggerSqueezeStart
```

Field Value

TYPE	DESCRIPTION
System.Single	

TriggerSqueezeStop

Declaration

```
public float TriggerSqueezeStop
```

Field Value

TYPE	DESCRIPTION
System.Single	

Methods

Reset()

Declaration

```
public void Reset()
```

Class HVRGunPart

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGunPart
[HVRCockingHandle](#)
[HVRGunBolt](#)

Inherited Members

UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)

UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags

System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Guns](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRGunPart : MonoBehaviour
```

Fields

BackwardPosition

Declaration

```
public Vector3 BackwardPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

ForwardPosition

Declaration

```
[Header("Gun Part Positions (Base Class)")]
public Vector3 ForwardPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Methods

Animate(Single, CycleDirection)

Declaration

```
public virtual void Animate(float percent, CycleDirection direction)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	percent	
CycleDirection	direction	

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRMagazineSocket

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine	MonoBehaviour
HVRGrabberBase
HVRSocket
HVRMagazineSocket
```

Inherited Members

```
HVRSocket.GrabControl
HVRSocket.GrabDetectionType
HVRSocket.CheckHandOverlap
HVRSocket.ReleasesOnHover
HVRSocket.HoldType
HVRSocket.AutoSpawnPrefab
HVRSocket.GrabTimeout
HVRSocket.GrabbableMustBeHeld
HVRSocket.GrabsFromHand
HVRSocket.HoverActions
HVRSocket.HandGrabActions
HVRSocket.ParentDisablesGrab
HVRSocket.ParentGrabbable
HVRSocket.CanRemoveGrabbable
HVRSocket.ScaleGrabbable
HVRSocket.Size
HVRSocket.CanGrabStabbingGrabbable
HVRSocket.AudioGrabbedOverride
HVRSocket.AudioReleasedOverride
HVRSocket.AudioGrabbedFallback
HVRSocket.AudioReleasedFallback
HVRSocket.SocketFilters
HVRSocket.FilterCondition
HVRSocket.DistanceSource
HVRSocket.SpawnedPrefab
HVRSocket.DebugScale
HVRSocket._previousParent
HVRSocket._previousScale
HVRSocket._modelBounds
HVRSocket._appQuitting
HVRSocket._timeoutGrabbable
HVRSocket._mass
HVRSocket._hadRigidBody
HVRSocket._ignoreGrabSFX
HVRSocket._fixPositionRoutine
HVRSocket.LinkedGrabbable
HVRSocket.IsGrabActivated
HVRSocket.IsHoldActive
HVRSocket.AllowSwap
```

HVRSocket.CanInteract
HVRSocket.IsSocket
HVRSocket.CanAddGrabbable
HVRSocket.Start()
HVRSocket.CheckAutoSpawn()
HVRSocket.Update()
HVRSocket.CheckHover()
HVRSocket.CanHover(HVRGrabbable)
HVRSocket.OnHoverEnter(HVRGrabbable)
HVRSocket.OnHandGrabberEntered()
HVRSocket.OnHandGrabberExited()
HVRSocket.OnHoverGrabbableReleased(HVRGrabberBase, HVRGrabbable)
HVRSocket.OnHoverExit(HVRGrabbable)
HVRSocket.CheckGrab()
HVRSocket.CanGrab(HVRGrabbable)
HVRSocket.CanGrabEx(HVRGrabbable)
HVRSocket.IsValid(HVRGrabbable)
HVRSocket.OnBeforeHover(HVRGrabbable)
HVRSocket.OnAfterHover(HVRGrabbable)
HVRSocket.OnGrabbed(HVRGrabArgs)
HVRSocket.GetPositionOffset(HVRGrabbable)
HVRSocket.GetRotationOffset(HVRGrabbable)
HVRSocket.GetTargetPosition(HVRGrabbable)
HVRSocket.GetTargetRotation(HVRGrabbable)
HVRSocket.PositionGrabbable(HVRGrabbable)
HVRSocket.RotateGrabbable(HVRGrabbable)
HVRSocket.HandleRigidBodyGrab(HVRGrabbable)
HVRSocket.CleanupRigidBody(HVRGrabbable)
HVRSocket.PlaySocketedSFX(HVRSocketable)
HVRSocket.PlayUnsocketedSFX(HVRGrabbable)
HVRSocket.PlaySFX(AudioClip)
HVRSocket.UpdateScale(HVRGrabbable)
HVRSocket.CanGrabbableBeRemoved(HVRHandGrabber)
HVRSocket.GrabTimeoutRoutine(HVRGrabbable)
HVRSocket.TryGrab(HVRGrabbable, Boolean, Boolean)
HVRSocket.GetDistanceToGrabber(Vector3)
HVRSocket.GetSquareDistanceToGrabber(Vector3)
HVRGrabberBase.BeforeGrabbed
HVRGrabberBase.Grabbed
HVRGrabberBase.Released
HVRGrabberBase.BeforeHoverEnter
HVRGrabberBase.HoverEnter
HVRGrabberBase.HoverExit
HVRGrabberBase.GrabBags
HVRGrabberBase.ControllerRotation
HVRGrabberBase.AllowHovering
HVRGrabberBase.AllowGrabbing
HVRGrabberBase.IsGrabbing
HVRGrabberBase.IsHovering
HVRGrabberBase.HoverTarget
HVRGrabberBase.GrabbedTarget
HVRGrabberBase.IsHandGrabber

HVRGrabberBase.Rigidbody
HVRGrabberBase._grabPoint
HVRGrabberBase.GrabPoint
HVRGrabberBase.JointAnchorWorldPosition
HVRGrabberBase.Velocity
HVRGrabberBase.IsMine
HVRGrabberBase.PerformUpdate
HVRGrabberBase.PullingGrabbable
HVRGrabberBase.OnEnable()
HVRGrabberBase.OnDisable()
HVRGrabberBase.OnDestroy()
HVRGrabberBase.FixedUpdate()
HVRGrabberBase.CheckRelease()
HVRGrabberBase.ForceRelease()
HVRGrabberBase.HandSwapRelease()
HVRGrabberBase.IsValidGrabbable(HVRGrabbable)
HVRGrabberBase.GetClosestGrabbable()
HVRGrabberBase.GetClosestGrabbable(Predicate<HVRGrabbable>)
HVRGrabberBase.TryGrab(HVRGrabbable, Boolean)
HVRGrabberBase.TryGrabNoEvents(HVRGrabbable, Boolean)
HVRGrabberBase.CheckForceRelease(HVRGrabbable)
HVRGrabberBase.GrabGrabbable(HVRGrabberBase, HVRGrabbable, Boolean)
HVRGrabberBase.OnBeforeGrabbed(HVRGrabArgs)
HVRGrabberBase.OnAfterGrabbed(HVRGrabbable)
HVRGrabberBase.CheckUnHover()
HVRGrabberBase.ClosestValidHover(Boolean)
HVRGrabberBase.ClosestValidHover()
HVRGrabberBase.HoverGrabbable(HVRGrabberBase, HVRGrabbable)
HVRGrabberBase.UnhoverGrabbable(HVRGrabberBase, HVRGrabbable)
HVRGrabberBase.OnGrabbableDestroyed(HVRGrabbable)
HVRGrabberBase.CheckForLineOfSight(Vector3, HVRGrabbable, LayerMask, Single, Boolean)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()

```
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
```

UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Guns](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRMagazineSocket : HVRSocket
```

Fields

Animate

Declaration

```
[Header("Magazine Socket Fields")]
public bool Animate
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

AnimateEject

Declaration

```
public bool AnimateEject
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

AnimationTime

Declaration

```
public float AnimationTime
```

Field Value

TYPE	DESCRIPTION
System.Single	

EjectTime

Declaration

```
public float EjectTime
```

Field Value

TYPE	DESCRIPTION
System.Single	

MagazineAxis

Declaration

```
public Transform MagazineAxis
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

MagazineTravel

Declaration

```
public float MagazineTravel
```

Field Value

TYPE	DESCRIPTION
System.Single	

Properties

MagazineDirection

Declaration

```
protected Vector3 MagazineDirection { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Methods

EjectAnimationRoutine(HVRGrabbable)

Declaration

```
protected virtual IEnumerator EjectAnimationRoutine(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

LoadAnimationRoutine(HVRGrabbable)

Declaration

```
protected virtual IEnumerator LoadAnimationRoutine(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

OnGrabbableParented(HVRGrabbable)

Declaration

```
protected override void OnGrabbableParented(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Overrides

[HVRSocket.OnGrabbableParented\(HVRGrabbable\)](#)

OnReleased(HVRGrabbable)

Declaration

```
protected override void OnReleased(HVRGrabbable grabbable)
```

Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

Overrides

[HVRSocket.OnReleased\(HVRGrabbable\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRPistol

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRDamageProvider
HVRGunBase
HVRPistol
```

Inherited Members

```
HVRGunBase.Grabbable
HVRGunBase.TriggerPullThreshold
HVRGunBase.TriggerResetThreshold
HVRGunBase.Cooldown
HVRGunBase.HitLayerMask
HVRGunBase.MuzzleFlashTime
HVRGunBase.BarrelRange
HVRGunBase.RequiresAmmo
HVRGunBase.RequiresChamberedBullet
HVRGunBase.FireType
HVRGunBase.BulletSpeed
HVRGunBase.AmmoEjectVelocity
HVRGunBase.MuzzleSmokeTime
HVRGunBase.ChambersAfterFiring
HVRGunBase.EjectCasingAfterFiring
HVRGunBase.BoltPushedBackAfterEmpty
HVRGunBase.UseAmmoProperties
HVRGunBase.NoAmmoRange
HVRGunBase.AddForceOnHit
HVRGunBase.Haptics
HVRGunBase.HapticGrabbables
HVRGunBase.MuzzleFlashObject
HVRGunBase.MuzzleSmoke
HVRGunBase.ChamberedRound
HVRGunBase.ChamberedCasing
HVRGunBase.AmmoEjectDirection
HVRGunBase.BulletOrigin
HVRGunBase.BulletEmitter
HVRGunBase.CasingEmitter
HVRGunBase.CockingHandle
HVRGunBase.Bolt
HVRGunBase.StabilizerGrabbable
HVRGunBase.RecoilComponent
HVRGunBase.AmmoSocket
HVRGunBase.GunSounds
HVRGunBase.TriggerAnimator
HVRGunBase.CyclingTime
HVRGunBase.AnimateGun
HVRGunBase.Animator
```

HVRGunBase.FireParameter
HVRGunBase.MaxPooledBullets
HVRGunBase.SlowMotionBulletOnly
HVRGunBase.BulletPrefab
HVRGunBase.BulletLife
HVRGunBase.Fired
HVRGunBase.Hit
HVRGunBase.TimeOfLastShot
HVRGunBase.IsBulletChambered
HVRGunBase.Ammo
HVRGunBase.AmmoGrabbable
HVRGunBase.BulletRange
HVRGunBase.DamageProvider
HVRGunBase.OutOfAmmo
HVRGunBase.IsFiring
HVRGunBase.Rounds Fired
HVRGunBase.SetupPooledBullets()
HVRGunBase.Update()
HVRGunBase.CheckTriggerHaptics()
HVRGunBase.IsTriggerReset
HVRGunBase.IsTriggerPulled
HVRGunBase.CheckTriggerPull()
HVRGunBase.UpdateShooting()
HVRGunBase.OnCockingHandleChambered()
HVRGunBase.OnCockingHandleEjected()
HVRGunBase.OnCockingHandleReleased()
HVRGunBase.EnableChamberedRound()
HVRGunBase.EnableChamberedCasing()
HVRGunBase.DisableChamberedCasing()
HVRGunBase.DisableChamberedRound()
HVRGunBase.OnHandReleased(HVRHandGrabber, HVRGrabbable)
HVRGunBase.OnHandGrabbed(HVRHandGrabber, HVRGrabbable)
HVRGunBase.OnAmmoSocketed(HVRGrabberBase, HVRGrabbable)
HVRGunBase.AmmoSocketedHaptics()
HVRGunBase.OnAmmoSocketReleased(HVRGrabberBase, HVRGrabbable)
HVRGunBase.AmmoSocketReleasedHaptics()
HVRGunBase.ReleaseAmmo()
HVRGunBase.EjectAmmo(HVRGrabbable)
HVRGunBase.AfterAmmoReleased(HVRGrabbable, HVRAmmo)
HVRGunBase.TriggerPulled()
HVRGunBase.TriggerReleased()
HVRGunBase.TriggerReleasedHaptics()
HVRGunBase.PlayDryFire()
HVRGunBase.DryFireHaptics()
HVRGunBase.UpdateTriggerAnimation()
HVRGunBase.Recoil()
HVRGunBase.CanFire()
HVRGunBase.PlaySFX()
HVRGunBase.Shoot()
HVRGunBase.OnShoot()
HVRGunBase.Animate()
HVRGunBase.AnimationRoutine()

HVRGunBase.TryReload()
HVRGunBase.TryChamberRound()
HVRGunBase.OnOutOfAmmo()
HVRGunBase.PlayAnimator()
HVRGunBase.OnFire(Vector3)
HVRGunBase.FireHaptics()
HVRGunBase.CockingHandleEjectHaptics()
HVRGunBase.CockingHandleReleasedHaptics()
HVRGunBase.CockingHandleChamberedHaptics()
HVRGunBase.PlayHapticsAllHands(HapticData)
HVRGunBase.PlayHaptics(HVRGrabbable, HapticData)
HVRGunBase.FireBullet(Vector3)
HVRGunBase.After Fired()
HVRGunBase.MuzzleFlash()
HVRGunBase.SMOKE()
HVRGunBase.DisableFireAnimator()
HVRGunBase.OnHit(RaycastHit, Vector3)
HVRGunBase.EjectBullet()
HVRGunBase.EjectCasing()
HVRGunBase.IgnoreCollision(Collider[], Single)
HVRGunBase.IgnoreCollisionRoutine(Collider[], Single)
HVRDamageProvider.Damage
HVRDamageProvider.Force
HVRDamageProvider.Start()
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()

UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)

UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Guns](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRPistol : HVRGunBase
```

Methods

[Awake\(\)](#)

Declaration

```
protected override void Awake()
```

Overrides

[HVRGunBase.Awake\(\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRPooledEmitter

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGunEmitterBase
HVRPooledEmitter
```

Inherited Members

```
HVRGunEmitterBase.LaunchRadius
HVRGunEmitterBase.MinVelocity
HVRGunEmitterBase.MaxVelocity
HVRGunEmitterBase.MinAngularVelocity
HVRGunEmitterBase.MaxAngularVelocity
HVRGunEmitterBase.Gun
HVRGunEmitterBase.Prefab
HVRGunEmitterBase.Launch(Rigidbody)
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
```

UnityEngine.Component.GetComponentsInChildren<T>()
UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)

UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Guns](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRPooledEmitter : HVRGunEmitterBase
```

Fields

HideFlags

Declaration

```
public HideFlags HideFlags
```

Field Value

TYPE	DESCRIPTION
UnityEngine.HideFlags	

MaxLife

Declaration

```
public int MaxLife
```

Field Value

TYPE	DESCRIPTION
System.Int32	

MaxObjects

Declaration

```
public int MaxObjects
```

Field Value

TYPE	DESCRIPTION
System.Int32	

MinLife

Declaration

```
public int MinLife
```

Field Value

Type	Description
System.Int32	

Methods

Awake()

Declaration

```
protected override void Awake()
```

Overrides

[HVRGunEmitterBase.Awake\(\)](#)

Emit()

Declaration

```
public override void Emit()
```

Overrides

[HVRGunEmitterBase.Emit\(\)](#)

Update()

Declaration

```
public virtual void Update()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRShotgun

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRDamageProvider
HVRGunBase
HVRShotgun
```

Inherited Members

```
HVRGunBase.Grabbable
HVRGunBase.TriggerPullThreshold
HVRGunBase.TriggerResetThreshold
HVRGunBase.Cooldown
HVRGunBase.HitLayerMask
HVRGunBase.MuzzleFlashTime
HVRGunBase.BarrelRange
HVRGunBase.RequiresAmmo
HVRGunBase.RequiresChamberedBullet
HVRGunBase.FireType
HVRGunBase.BulletSpeed
HVRGunBase.AmmoEjectVelocity
HVRGunBase.MuzzleSmokeTime
HVRGunBase.ChambersAfterFiring
HVRGunBase.EjectCasingAfterFiring
HVRGunBase.BoltPushedBackAfterEmpty
HVRGunBase.UseAmmoProperties
HVRGunBase.NoAmmoRange
HVRGunBase.AddForceOnHit
HVRGunBase.Haptics
HVRGunBase.HapticGrabbables
HVRGunBase.MuzzleFlashObject
HVRGunBase.MuzzleSmoke
HVRGunBase.ChamberedRound
HVRGunBase.ChamberedCasing
HVRGunBase.AmmoEjectDirection
HVRGunBase.BulletOrigin
HVRGunBase.BulletEmitter
HVRGunBase.CasingEmitter
HVRGunBase.CockingHandle
HVRGunBase.Bolt
HVRGunBase.StabilizerGrabbable
HVRGunBase.RecoilComponent
HVRGunBase.AmmoSocket
HVRGunBase.GunSounds
HVRGunBase.TriggerAnimator
HVRGunBase.CyclingTime
HVRGunBase.AnimateGun
HVRGunBase.Animator
```

HVRGunBase.FireParameter
HVRGunBase.MaxPooledBullets
HVRGunBase.SlowMotionBulletOnly
HVRGunBase.BulletPrefab
HVRGunBase.BulletLife
HVRGunBase.Fired
HVRGunBase.Hit
HVRGunBase.TimeOfLastShot
HVRGunBase.IsBulletChambered
HVRGunBase.Ammo
HVRGunBase.AmmoGrabbable
HVRGunBase.BulletRange
HVRGunBase.DamageProvider
HVRGunBase.OutOfAmmo
HVRGunBase.IsFiring
HVRGunBase.Rounds Fired
HVRGunBase.SetupPooledBullets()
HVRGunBase.Update()
HVRGunBase.CheckTriggerHaptics()
HVRGunBase.IsTriggerReset
HVRGunBase.IsTriggerPulled
HVRGunBase.CheckTriggerPull()
HVRGunBase.UpdateShooting()
HVRGunBase.OnCockingHandleChambered()
HVRGunBase.OnCockingHandleReleased()
HVRGunBase.EnableChamberedRound()
HVRGunBase.EnableChamberedCasing()
HVRGunBase.DisableChamberedCasing()
HVRGunBase.DisableChamberedRound()
HVRGunBase.OnHandReleased(HVRHandGrabber, HVRGrabbable)
HVRGunBase.OnHandGrabbed(HVRHandGrabber, HVRGrabbable)
HVRGunBase.OnAmmoSocketed(HVRGrabberBase, HVRGrabbable)
HVRGunBase.AmmoSocketedHaptics()
HVRGunBase.OnAmmoSocketReleased(HVRGrabberBase, HVRGrabbable)
HVRGunBase.AmmoSocketReleasedHaptics()
HVRGunBase.ReleaseAmmo()
HVRGunBase.EjectAmmo(HVRGrabbable)
HVRGunBase.AfterAmmoReleased(HVRGrabbable, HVRAmmo)
HVRGunBase.TriggerPulled()
HVRGunBase.TriggerReleased()
HVRGunBase.TriggerReleasedHaptics()
HVRGunBase.PlayDryFire()
HVRGunBase.DryFireHaptics()
HVRGunBase.UpdateTriggerAnimation()
HVRGunBase.Recoil()
HVRGunBase.CanFire()
HVRGunBase.PlaySFX()
HVRGunBase.Shoot()
HVRGunBase.OnShoot()
HVRGunBase.Animate()
HVRGunBase.AnimationRoutine()
HVRGunBase.TryReload()

HVRGunBase.TryChamberRound()
HVRGunBase.OnOutOfAmmo()
HVRGunBase.PlayAnimator()
HVRGunBase.FireHaptics()
HVRGunBase.CockingHandleEjectHaptics()
HVRGunBase.CockingHandleReleasedHaptics()
HVRGunBase.CockingHandleChamberedHaptics()
HVRGunBase.PlayHapticsAllHands(HapticData)
HVRGunBase.PlayHaptics(HVRGrabbable, HapticData)
HVRGunBase.FireBullet(Vector3)
HVRGunBase.After Fired()
HVRGunBase.MuzzleFlash()
HVRGunBase.SMOKE()
HVRGunBase.DisableFireAnimator()
HVRGunBase.OnHit(RaycastHit, Vector3)
HVRGunBase.EjectBullet()
HVRGunBase.EjectCasing()
HVRGunBase.IgnoreCollision(Collider[], Single)
HVRGunBase.IgnoreCollisionRoutine(Collider[], Single)
HVRDamageProvider.Damage
HVRDamageProvider.Force
HVRDamageProvider.Start()
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()
UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.RunWithEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInChildren(System.Type)

UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)

UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Guns](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRShotgun : HVRGunBase
```

Fields

NumberOfPellets

Declaration

```
[Header("Shotgun Settings")]
public int NumberOfPellets
```

Field Value

TYPE	DESCRIPTION
System.Int32	

ShotRadius

Declaration

```
public float ShotRadius
```

Field Value

TYPE	DESCRIPTION
System.Single	

Methods

Awake()

Declaration

```
protected override void Awake()
```

Overrides

[HVRGunBase.Awake\(\)](#)

OnCockingHandleEjected()

Declaration

```
protected override void OnCockingHandleEjected()
```

Overrides

[HVRGunBase.OnCockingHandleEjected\(\)](#)

OnFire(Vector3)

Declaration

```
protected override void OnFire(Vector3 direction)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	direction	

Overrides

[HVRGunBase.OnFire\(Vector3\)](#)

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRTriggerAnimator

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRTriggerAnimator
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [HurricaneVR.Framework.Weapons.Guns](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRTriggerAnimator : MonoBehaviour
```

Fields

BackwardPosition

Declaration

```
public Vector3 BackwardPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

EndRotation

Declaration

```
public Quaternion EndRotation
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Quaternion	

ForwardPosition

Declaration

```
public Vector3 ForwardPosition
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

Move

Declaration

```
public bool Move
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Rotate

Declaration

```
public bool Rotate
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

StartRotation

Declaration

```
public Quaternion StartRotation
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Quaternion	

Methods

Animate(Single)

Declaration

```
public virtual void Animate(float trigger)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	trigger	

Awake()

Declaration

```
protected virtual void Awake()
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Namespace

HurricaneVR.Framework.Weapons.Guns.PartFinders

Classes

[HVRChamberedCasingFinder](#)

[HVRChamberedRoundFinder](#)

[HVRMagazineFinder](#)

Class HVRChamberedCasingFinder

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRChamberedCasingFinder
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.runInEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`

`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Weapons.Guns.PartFinders](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRChamberedCasingFinder : MonoBehaviour
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRChamberedRoundFinder

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRChamberedRoundFinder
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.CORoutine)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`
`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Weapons.Guns.PartFinders](#)

Assembly: HurricaneVR.Framework.dll

Syntax

```
public class HVRChamberedRoundFinder : MonoBehaviour
```

Extension Methods

[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)

[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

Class HVRMagazineFinder

Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRMagazineFinder
```

Inherited Members

```
UnityEngineMonoBehaviour.IsInvoking()
UnityEngineMonoBehaviour.CancelInvoke()
UnityEngineMonoBehaviour.Invoke(System.String, System.Single)
UnityEngineMonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngineMonoBehaviour.CancelInvoke(System.String)
UnityEngineMonoBehaviour.IsInvoking(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String)
UnityEngineMonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngineMonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngineMonoBehaviour.StopCoroutine(UnityEngine.COROUTINE)
UnityEngineMonoBehaviour.StopCoroutine(System.String)
UnityEngineMonoBehaviour.StopAllCoroutines()
UnityEngineMonoBehaviour.print(System.Object)
UnityEngineMonoBehaviour.useGUILayout
UnityEngineMonoBehaviour.RunWithEditMode
UnityEngineBehaviour.enabled
UnityEngineBehaviour.isActiveAndEnabled
UnityEngineComponent.GetComponent(System.Type)
UnityEngineComponent.GetComponent<T>()
UnityEngineComponent.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngineComponent.TryGetComponent<T>(T)
UnityEngineComponent.GetComponent(System.String)
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentsInParent(System.Type)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentsInParent<T>()
```

UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
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UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
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UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
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UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
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UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
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UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.ObjectFindObjectOfType<T>()
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()

`System.Object.MemberwiseClone()`
`System.Object.ReferenceEquals(System.Object, System.Object)`

Namespace: [HurricaneVR.Framework.Weapons.Guns.PartFinders](#)

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```
public class HVRMagazineFinder : MonoBehaviour
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Extension Methods

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[VRUtilities.GetCopyOf<T>\(Component, T\)](#)