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# Getting Started

- Follow the setup steps on the [Project Setup page](#).
- Read through the [Grab System, Sockets](#) .

## Demonstration Scenes

After your Unity VR environment has properly been setup, take a look and play through the provided example scenes to get an idea of what the framework is capable of, what is required to make use of the framework, and what components and fields are required to achieve similar behaviours for your game.

Scenes located in: /HurricaneVR/TechDemo/Scenes/

### Examples Scene

Frequently updated with example stations to demonstrate how to use the various systems included with the toolkit.

- Physics doors, drawers, levers, buttons, and dial components.
- Socket examples for inventory, weapons, keys, and place once style game behaviours.
- New guns for the new weapon system.
- Climbing example.
- Keypad with physics button examples.
- Physical rotation limit examples, including demonstration of rotation limits of over 360 degrees with the pipe valve objects.
- Physical stabbing examples with the swords and spear
- Physics based bow and arrow that also using the stabbing system to stick arrows into objects.
- Posing and Grab points
- Code driven teleporting and grabbing

### Tech Demo Scene

Small escape room style tech demo showcasing locked doors, keyed entry, climbing, sockets and events.

/HurricaneVR/TechDemo/Scenes/scene\_demo.scene

### Barebones Scene

Demonstration of the bare minimum required objects and components in your scene for the toolkit to function properly.

/HurricaneVR/TechDemo/Scenes/scene\_barebones.scene

# Project and Packages Setup

- Import the HurricaneVR Asset from the Unity Package Manager before proceeding.
- Make sure TextMesh Pro is installed and updated to the latest version for the example scenes.
- Setup your Unity VR environment based on the below, then proceed to setup your [Project Settings](#).

## Oculus Store Builds

- [Oculus dev article on deprecation of the Unity 2019 Legacy Oculus SDK](#)
- Install [XR Plugin Management](#) with either the [Oculus XR Plugin](#) or the [OpenXR Plugin](#).
- [Legacy SDK](#) is only allowed by Oculus with a waiver according to their article.

## PCVR Builds

Choose between using the [SteamVR Plugin](#) or [OpenXR Plugin](#) depending on what Unity version you want to use.\ Keep in mind Valve Knuckles finger tracking is not supported yet by Unity OpenXR and requires SteamVR plugin to work correctly.

- Unity 2019: [Legacy SDK + SteamVR](#)
- Unity 2019 and above: [XR Plugin Management + SteamVR](#)
- Unity 2020.3 and above [XR Plugin Management + OpenXR 1.3+](#)

# Project Setup

HurricaneVR requires a few project settings to get up and running.

Open the Setup window by navigating to Tools → HurricaneVR → Setup and then click the "Project Setup" button on the toolbar.

- Setup Layers will add layers if necessary and will report the status of the operation in your console.
- Setup Physics settings will set the recommended physics settings for joint and collision stability.
- Setup Collision Matrix will setup the collision layer matrix for you.

:::image type="content" source="../images/hvrsetupwindow.png" alt="h":::

## Tags and Layers

### Layer Notes

By default grabbable objects require line of sight from the hand to be picked up.\ The HVRHandGrabber component has a RaycastLayerMask field which you can define what layers will block the line of sight ray cast. This field will need to be updated whenever you add additional layers for your environment or grabbable objects other than "Grabbable" framework layer.

**Note:** Grabbable objects can have their line of sight requirement disabled on their HVRGrabbable component.

### Framework Layers

- Player - used to prevent collision with the player character controller.
  - Assign to the PlayerController object (be careful not to assign to the children)
- Grabbable - used to help prevent collision with the player character controller and is automatically assigned recursively to objects with HVRGrabbable components.
  - Automatic layer assignment can be disabled per grabbable with by setting AutoApplyLayer to false.
  - Automatic layer assignment can be toggled at the project level on the HVRSettings scriptable object.
- Hand - used on the hand collision geometry
  - Automatically applied to the HVRHandGrabber component and children unless disabled on the same.
- DynamicPose - Used for the dynamic posing grab sequence to ensure the fingers only collide with the desired object.
  - Automatically set in code during the auto pose sequence, no need to assign these to any objects.

:::image type="content" source="../images/tags\_layers.png" alt="t":::

## Fixed Time Step

For smooth game play in VR, the Fixed Time Step must match the refresh rate of the headset.

The HVRTimerManager component can be added to your scene, and will automatically handle the fixed time step for you.\ The HVRGlobal prefab which comes with other required components already has this and is in use in the included demo scenes.

## Physics Settings

Edit -> Project Settings -> Physics

Notable Properties:

- Default Solver Iterations & Default Solver Velocity Iterations
  - Increasing these can stabilize contact and joint constraints at the cost of CPU budget.
- Default Max Angular Speed
- Layer Collision Matrix

- Solver Type = PGS

:::image type="content" source="../images/physics.png" alt-text="p":::

# XR Plugin Management

1. Install the XR Plugin Management package from the Package Manager or the Project Settings window.
2. Install the following packages from the Package Manager depending on your target platforms.
  1. Oculus: Oculus XR Plugin or OpenXR XR Plugin
  2. PCVR: OpenXR XR Plugin 1.3+ or [SteamVR Plugin](#)
3. Enable the Plug-in Providers under Edit -> ProjectSettings -> XR Plugin-Management
  1. Oculus and/or OpenVR Loader OR OpenXR

:::image type="content" source="../images/xr\_plugin\_management.png" alt="xr plugin":::

:::image type="content" source="../images/xr\_plugin\_projectsettings.png" alt="xrplugin":::

# SteamVR

Download and import the [SteamVR Plugin](#) from the Unity Store.

## Hurricane Integration

1. Extract the SteamVR Integration located at /HurricaneVR/Framework/Integrations.
2. Press “Import” when prompted to import the Partial Input binding for ‘HVR’. If a second option comes up, choose “Replace”, not “Merge”
3. The SteamVR Input window should present itself, if not open this window via your toolbar at : Window → SteamVR Input
4. At the bottom of the SteamVR Input window, locate and press the “Save and generate” button.
5. Add HVR\_STEAMVR to your project setting scripting define symbols or by using Tools → HurricaneVR → Setup
  1. Wait a moment as the imported code becomes compiled.

:::image type="content" source="../images/steamvr\_hvrsetup.png" alt-text="steamhvr":::

## Unity 2019

Because 2019 has access to Legacy and XR Plugin Management, you may receive this prompt after you import the plugin.\ At this point you can decide whether to remain with Legacy OpenVR or update to XR Plugin (OpenVR) :::image type="content" source="../images/steamvrllegacy.png" alt-text="steamlegacy"::: If you decide to convert to XR Plugin and receive this prompt, be sure to press Ok so that it will clean out the Legacy packages for you, if you fail to do so then you must remove the old packages manually. :::image type="content" source="../images/steamvr\_xrplugin\_warning.png" alt-text="steamxr":::

# Unity 2019 Legacy VR

As mentioned in the [Project and Packages Setup](#), Legacy VR is no longer viable for Oculus store builds. This setup process is only to be used if you are targeting PCVR via SteamVR and using Unity 2019.4 LTS.

1. Install OpenVR Desktop v2.0.5 from the Package Manager
2. Install Package "XR Legacy Input Helpers". This contains the HMD and Controller tracking components.
3. Open Project Settings (Edit → Project Settings → Player).
  - Virtual Reality Supported (checked)
  - OpenVR top of the list

:::image type="content" source="../images/legacy\_vr.png" alt-text="legacyvr":::

# Grab System

## Grabbable Detection

The [HVRHandGrabber](#) and [HVRForceGrabber](#) both use [HVRTiggerGrabbableBag](#) components to detect grabbable objects.

Colliders and Triggers are required to go along with the [HVRGrabbable](#) component.

If your colliders are not on the same object as the [HVRGrabbable](#) component, you will need to hint the grab system how to locate your grabbable component.

1. Add a [HVRGrabbableChild](#) to the child objects that have colliders on them.
  1. Optionally set the Parent Grabbable field to the linked [HVRGrabbable](#) object. If empty it will use the first parent grabbable it finds.
2. Open HVRSettings and enable one or both at a global level if you wish, keeping in mind this applies to every collider the trigger system comes in contact with.
  1. Use Attached Rigid Body: the detected collider will use its attached rigid body to locate the grabbable, since the grabbable should be on the same object as a rigidbody.
  2. Component In Parent Fallback: finds the first [HVRGrabbable](#) that is a parent of the collider

### Notes

- Subclasses of [HVRGrabbableBag](#) are used to detect objects so that they can be grabbed.
- Each [HVRGrabberBase](#) needs at least one of these assigned.
  - If there are multiple assigned to a grabber, objects are given priority based on the index of the bag in the bag list.
  - Lower index is higher priority.
- Objects “in the bag” are sorted by their distance to the grabber to determine which one should be grabbed.
- If you wish you can subclass and extend the existing components to customize your grab detection system.

## Hand Grabber

The [HVRHandGrabber](#) components reside on the hand rigid body objects. It is important to note how the grab flow works.

The hand operates in "Hand Grabs" or "Pull" mode for physics based grabbing that use [Configurable Joints](#).

### Hand Grabs

The hand will move to the object to grab it and immediately create a [Final](#) strong joint with the object. After which the hand returns to the controller via physics.

This will happen if:

- HandGrabs is enabled on the [HVRHandGrabber](#).
- [HVRGrabbable](#) is marked Stationary
- [HVRGrabbable](#) is Joint based without a rigid body.
- The object being grabbed is already held with one hand.

### Hand Pulls

The grabbed object will be pulled towards the hand using the HVRJointSettings supplied in the “Pulling Settings” field.\ This is done this way to prevent grabbed objects from hitting surrounding objects with infinite force while it moves and rotates into position.

Each [HVRGrabbable](#) can have this pull joint setting overridden, which should be done for objects greater than 2 mass.

### Final Joint

When [Hand Grabs](#) completes, or [Hand Pulls](#) has pulled the object close enough, a final "strong" [Configurable Joint](#) is created

between the hand rigid body and the grabbable rigid body.

The settings of the joint can be overridden globally @ HVRSettings.DefaultJointSettings or per grabbable's [JointOverride](#) field.

[HVRGrabbableChild](#) [HVRGrabberBase](#) [HVRHandGrabber](#) [HVRForceGrabber](#) [HVRTriggerGrabbableBag](#) [HVRGrabbable](#)

# Sockets

The [HVRSocket](#) component is useful for snapping objects into place for building things like inventories.

- Sockets require a subclass of [HVRSocketFilter](#) that will determine if a grabbable object is allowed.
  - Multiple socket filters can be applied to a socket.
  - By default multiple filters run in 'AND' mode where all filters must be valid. To change to OR mode set the 'Filter Condition' field to OR. Then the object is allowed as long as one of the filters IsValid method returns true.
- Each [HVRGrabbable](#) requires a subclass of [HVRSocketable](#) that has a matching filter to validate it.
  - One [HVRSocketable](#) can be assigned to a grabbable object.

## Framework Provided Filters / Socketables

### Scriptable Object Based Filtering

The [HVRTagSocketFilter](#) and [HVRTagSocketable](#) pair are used in the examples scenes for the inventory and holster sockets.\ They provide the easiest solution to get started with socket filtering for both programmers and non programmers.\ Code validation is done using bitwise integer masking which is extremely performant.

Both components accept [HVRSocketableTags](#) where you can define 32 categories of objects in the editor.\ After assigning the 'Tags' field on the Filter / Socketable, a multi-select dropdown will appear allowing you to assign multiple tags to the Filter and Socketable.\ Create your own: Assets -> Create -> HurricaneVR -> Socketables\ Be sure to File -> Save or CTRL+S to save scriptable object changes after editing them in the inspector.

### Grabbable Inclusion Filtering

The [HVRGrabbableSocketFilter](#) filter is used to filter specific grabbable objects that exist in your scene or prefab. This is used on the demo XR Rigs on the shoulder socket that holds the backpack.\ Any amount of grabbable objects can be assigned to the 'Valid Grabbables' field.

### Grabbable Exclusion Filtering

The [HVRGrabbableSocketExcluder](#) can be used to allow every socketable EXCEPT the grabbables assigned to the component.

### Others

The rest of the included filters are deprecated due to the addition of the [Tag Based Filtering](#) and may be removed in a future update.

[HVRStringSocketFilter](#) + [HVRStringSocketable](#)\ [HVREnumSocketFilter](#) + [HVREnumSocketable](#)\ [HVREnumFlagsSocketFilter](#) + [HVREnumFlagsSocketable](#)

## Socketable Orientation

Socketable objects are parented to the object and their transform values are reset. If the Socketable has its 'Socket Orientation' field assigned to a child transform, the local position and rotation will be pulled from that transform and aligned with the socket object axes. The grabbable objects in the example scene have these orientation overrides set as an example.

If a socketable object is allowed into two different socket types, it's possible you will need to write custom orientation logic into one of the socket components. The DemoHolster socket subclass used in the example scene can be used as a guide. The small weapons (knife and gun) have DemoHolsterOrientation components with a Transform override that will align the socketable axis with the socket axis.

The below code snippet shows the two virtual methods that the DemoHolster overrides from the [HVRSocket](#) class.

```

protected override Quaternion GetRotationOffset(HVRGrabbable grabbable)
{
    var orientation = grabbable.GetComponent<DemoHolsterOrientation>();
    if (orientation && orientation.Orientation)
        return orientation.Orientation.localRotation;
    return base.GetRotationOffset(grabbable);
}

protected override Vector3 GetPositionOffset(HVRGrabbable grabbable)
{
    var orientation = grabbable.GetComponent<DemoHolsterOrientation>();
    if (orientation && orientation.Orientation)
        return orientation.Orientation.localPosition;
    return base.GetPositionOffset(grabbable);
}

```

## Socketable Scaling

Each [HVRSocket](#) has the option 'Scale Grabbable' which will automatically scale socketable objects by their Mesh Renderer bounding box sizes.

The localScale will be set to the 'Size' field divided by the longest bounding box axis length.

The [Scale Override](#) which should reference a disabled Box Collider for sizing can be used to override the Mesh Renderer Bounding Box.

Skinned Mesh Renderer based socketables must use [Scale Override](#), the Bow in the example scene uses this.

## Hover Actions

Each [HVRSocket](#) can have any number of [HVRSocketHoverAction](#) assigned to the 'Hover Actions' or 'Hand Grab Actions' fields.

The inventory sockets in the example scene have Hover Actions built to mimic Walking Dead: Saints and Sinners. They scale based on hand proximity and change to either green or red based on whether or not the socketable is allowed.

- HoverActions execute when the socket detects a [HVRGrabbable](#) in it's [HVRGrabbableBag](#)
- HandGrabActions execute when the socket is hovered by the [HVRHandGrabber](#).

To create your own actions, subclass [HVRSocketHoverAction](#) and override the following methods.

```

public abstract void OnHoverEnter(HVRSocket socket, HVRGrabbable grabbable, bool isValid);
public abstract void OnHoverExit(HVRSocket socket, HVRGrabbable grabbable, bool isValid);

```

# Integrations

## HexabodyVR Integration

Extract the integration package from /HurricaneVR/Framework/Integrations/HexaBodyVR\_Integration

The included scene contains rig prefabs already set up and integrated with Hurricane.

:::image type="content" source="../images/hexabody\_integration.PNG" alt-text="hexa":::

## Final IK

- Extract the integration package from /HurricaneVR/Framework/Integrations/Finallk\_Integration.unitypackage
- To test the posing system with the included pilot prefab, open the HVRSettings and toggle on Inverse Kinematics and add the PilotPoser prefab to the Full Body field. This lets the posing system know to not use the individual hand prefabs, and to use the full body VRIK setup instead.

**Setting up your own character that has a Humanoid Avatar**

**Manual VRIK setup for non humanoid avatar's**

# Namespace

## Assets.HurricaneVR.Framework.Shared.Utilities

Classes

[CoroutineExtensions](#)

# Class CoroutineExtensions

## Inheritance

System.Object

CoroutineExtensions

## 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: [Assets.HurricaneVR.Framework.Shared.Utilities](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public static class CoroutineExtensions
```

## Methods

### ExecuteAfterFixedUpdate(MonoBehaviour, Action)

#### Declaration

```
public static Coroutine ExecuteAfterFixedUpdate(this MonoBehaviour behaviour, Action routine)
```

#### Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.MonoBehaviour	behaviour	
System.Action	routine	

#### Returns

TYPE	DESCRIPTION
UnityEngine.Coroutine	

### ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)

#### Declaration

```
public static Coroutine ExecuteAfterFixedUpdates(this MonoBehaviour behaviour, Action routine, int frames)
```

#### Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.MonoBehaviour	behaviour	
System.Action	routine	
System.Int32	frames	

## Returns

TYPE	DESCRIPTION
UnityEngine.Coroutine	

## ExecuteAfterSeconds(MonoBehaviour, Action, Single)

### Declaration

```
public static Coroutine ExecuteAfterSeconds(this MonoBehaviour behaviour, Action routine, float seconds)
```

### Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.MonoBehaviour	behaviour	
System.Action	routine	
System.Single	seconds	

## Returns

TYPE	DESCRIPTION
UnityEngine.Coroutine	

## ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)

### Declaration

```
public static Coroutine ExecuteAfterSecondsUnscaled(this MonoBehaviour behaviour, Action routine, float seconds)
```

### Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.MonoBehaviour	behaviour	
System.Action	routine	
System.Single	seconds	

## Returns

TYPE	DESCRIPTION
UnityEngine.Coroutine	

## ExecuteNextUpdate(MonoBehaviour, Action)

### Declaration

```
public static Coroutine ExecuteNextUpdate(this MonoBehaviour behaviour, Action routine)
```

### Parameters

<b>TYPE</b>	<b>NAME</b>	<b>DESCRIPTION</b>
UnityEngine.MonoBehaviour	behaviour	
System.Action	routine	

**Returns**

<b>TYPE</b>	<b>DESCRIPTION</b>
UnityEngine.Coroutine	

# Namespace HurricaneVR.Framework.Components

## Classes

[HVRButton](#)  
[HVRButtonEvent](#)  
[HVRCenterOfMassOverride](#)  
[HVRClimbable](#)  
[HVRCollisionEvents](#)  
[HVRCollisionMonitor](#)  
[HVRControllerOffset](#)  
[HVRControllerOffsets](#)  
[HVRDamageHandler](#)  
[HVRDamageHandlerBase](#)  
[HVRDamageProvider](#)  
[HVRDestroyedEvent](#)  
[HVRDestroyListener](#)  
[HVRDestroyTimer](#)  
[HVRDestructible](#)  
[HVRDevicePoseOffset](#)  
[HVRDial](#)  
[HVRDontDestroy](#)  
[HVRGrabbableHoverBase](#)  
[HVRGrabbableImpactHaptics](#)  
[HVRHandImpactHaptics](#)  
[HVRHandPoseRecorder](#)  
[HVRImpactHaptics](#)  
[HVRImpactHapticsBase](#)  
[HVRLever](#)  
[HVRMeshGlowHighlight](#)  
[HVRMeshRendererHighlight](#)  
[HVRParentOnStart](#)  
[HVRPhysicsButton](#)  
[HVRPhysicsDial](#)  
[HVRPhysicsDoor](#)  
[HVRPhysicsDrawer](#)  
[HVRPhysicsLever](#)  
[HVRRigidbodyLocker](#)

[HVRigidBodyOverrides](#)

[HVRingHighlight](#)

[HVRotationLimiter](#)

[HVRotationSFX](#)

[HVRotationTracker](#)

[HVRScaleHighlight](#)

[HVRThrowingCenterOfMass](#)

[HVRTwoHandStrength](#)

[RotationTrackerAngleEvent](#)

[RotationTrackerStepEvent](#)

[VRButtonEvent](#)

**Enums**

[CollisionEventType](#)

[HVRHoverPosition](#)

[LockOptions](#)

# 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

```
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: [HurricaneVRFramework.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
<a href="#">VRButtonEvent</a>	

### 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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>)  
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Components.HVRPhysicsButton>.FindMethod\_Impl(System.String, System.Object)  
UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Components.HVRPhysicsButton>.Invoke(HurricaneVR.Framework.Components.HVRPhysicsButton)  
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 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.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))]  
public class HVRCenterOfMassOverride : MonoBehaviour
```

## Fields

### CenterOfMass

#### Declaration

```
public Transform CenterOfMass
```

#### Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

## Methods

### Apply()

#### Declaration

```
public void Apply()
```

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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>()
```

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

HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)  
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)  
VRUtilities.GetRigidbody(MonoBehaviour)  
VRUtilities.GetCopyOf<T>(Component, T)  
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)

# 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, 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 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRControllerOffset

## Inheritance

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

## 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 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
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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

`CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)`

# 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
<a href="#">HVRDevicePoseOffset</a>	

## OculusOpenXR

### Declaration

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

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRDevicePoseOffset</a>	

## OculusSteamVR

### Declaration

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

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRDevicePoseOffset</a>	

## ReverbG2OpenXR

### Declaration

```
public HVRDevicePoseOffset ReverbG2OpenXR
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRDevicePoseOffset</a>	

## ReverbG2SteamVR

### Declaration

```
public HVRDevicePoseOffset ReverbG2SteamVR
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRDevicePoseOffset</a>	

## 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
HVRControllerType	type	

#### Returns

TYPE	DESCRIPTION
HVRDevicePoseOffset	

### GetDeviceOffset(HVRHandSide)

#### Declaration

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

#### Parameters

TYPE	NAME	DESCRIPTION
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.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.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<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

```
public class HVRDamageHandler : HVRDamageHandlerBase
```

## Fields

### Damageable

#### Declaration

```
public bool Damageable
```

#### Field Value

TYPE	DESCRIPTION
System.Boolean	

### Desctructible

#### Declaration

```
public HVRDestructible Desctructible
```

#### 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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 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 virtual void TakeDamage(float damage)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.Single	damage	

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

`CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)`  
`CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)`  
`CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)`  
`CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)`  
`CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)`

# 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.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.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentInChildren<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.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 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	

### Player

#### Declaration

```
[Tooltip("Player transform for ai frameworks like emerald ai")]
public Transform Player
```

#### Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

## Methods

### Start()

#### Declaration

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

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

```
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)  
VRUtilities.GetRigidbody(MonoBehaviour)  
VRUtilities.GetCopyOf<T>(Component, T)  
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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.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 HVRDestroyedEvent : UnityEvent<HVRDestroyListener>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

# Class HVRDestroyListener

## Inheritance

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

## 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: [HurricaneVRFramework.Components](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRDestroyListener : MonoBehaviour
```

## Fields

### Destroyed

#### Declaration

```
public HVRDestroyedEvent Destroyed
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRDestroyedEvent</a>	

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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>()
```

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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

`CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)`

`CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)`

`CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)`

# 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
<a href="#">DialSteppedEvent</a>	

### 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

`CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)`

# 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRGrabbableHoverBase

## Inheritance

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

## 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.GetComponentInChildren<T>()  
UnityEngine.Component.GetComponentInChildren<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.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 abstract class HVRGrabbableHoverBase : MonoBehaviour
```

## Fields

### HoverPosition

#### Declaration

```
public HVRHoverPosition HoverPosition
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRHoverPosition</a>	

### 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**

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRGrabbableImpactHaptics

## Inheritance

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

## Inherited Members

```
HVRImpactHapticsBase.Data
HVRImpactHapticsBase.Force
HVRImpactHapticsBase.OnCollisionEnter(Collision)
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.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.Components](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRGrabbableImpactHaptics : HVRImpactHapticsBase
```

## Fields

### Grabbable

#### Declaration

```
public HVRGrabbable Grabbable
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRGrabbable</a>	

## 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

```
VRUtilities.GetRigidbody(MonoBehaviour)
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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, 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.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 HVRHandImpactHaptics : HVRImpactHapticsBase
```

## Fields

### Hand

#### Declaration

```
public HVRHandGrabber Hand
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRHandGrabber</a>	

### 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRHandPoseRecorder

## Inheritance

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

## 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: [HurricaneVRFramework.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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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, 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.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<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

```
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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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

```
HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)
VRUtilities.GetRigidbody(MonoBehaviour)
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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.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.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 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)

# Class HVRMeshRendererHighlight

## Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGrabbableHoverBase
HVRMeshRendererHighlight
```

## Inherited Members

```
HVRGrabbableHoverBase.HoverPosition
HVRGrabbableHoverBase.LookAtCamera
HVRGrabbableHoverBase.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.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.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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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: [HurricaneVRFramework.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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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>()
```

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: [HurricaneVRFramework.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
<a href="#">HVRAxis</a>	

### ButtonDown

#### Declaration

```
public HVRButtonEvent ButtonDown
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRButtonEvent</a>	

### ButtonUp

#### Declaration

```
public HVRButtonEvent ButtonUp
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRButtonEvent</a>	

### ConnectedBody

#### Declaration

```
public Rigidbody ConnectedBody
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">UnityEngine.Rigidbody</a>	

## 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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))]  
public class HVRPhysicsDial : MonoBehaviour
```

## Fields

### Axis

#### Declaration

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

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRAxis</a>	

### 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRPhysicsDoor

## Inheritance

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

## 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(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
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

```
HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)
VRUtilities.GetRigidbody(MonoBehaviour)
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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.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>()
```

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: [HurricaneVRFramework.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
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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.GetComponentInChildren<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.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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

```
VRUtilities.GetRigidbody(MonoBehaviour)
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# Class HVRigidbodyLocker

## Inheritance

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

## 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: [HurricaneVRFramework.Components](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRigidbodyLocker : MonoBehaviour
```

## Fields

### Locks

#### Declaration

```
public LockOptions Locks
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">LockOptions</a>	

## Methods

### LateUpdate()

#### Declaration

```
public void LateUpdate()
```

### Start()

#### Declaration

```
public void Start()
```

### Update()

#### Declaration

```
public void Update()
```

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRigidBodyOverrides

## Inheritance

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

## 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)
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 HVRRigidBodyOverrides : 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()
```

##### OnValidate()

##### Declaration

```
protected virtual void OnValidate()
```

#### Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

```
VRUtilities.GetRigidbody(MonoBehaviour)
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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
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.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

```
[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**

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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

HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)  
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)  
VRUtilities.GetRigidbody(MonoBehaviour)  
VRUtilities.GetCopyOf<T>(Component, T)  
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)

# 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.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>()
```

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**

<b>TYPE</b>	<b>NAME</b>	<b>DESCRIPTION</b>
UnityEngine.AudioClip	sfx	

## **Update()**

### **Declaration**

```
public void Update()
```

## **Extension Methods**

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRRotationTracker

## Inheritance

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

## 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: [HurricaneVRFramework.Components](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRRotationTracker : MonoBehaviour
```

## Fields

### AngleChanged

#### Declaration

```
public RotationTrackerAngleEvent AngleChanged
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">RotationTrackerAngleEvent</a>	

### 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
<a href="#">HVRAxis</a>	

### 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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**

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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: [HurricaneVRFramework.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
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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRTwoHandStrength

## Inheritance

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

## 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: [HurricaneVRFramework.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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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 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

```
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: [HurricaneVRFramework.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
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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Namespace HurricaneVR.Framework.ControllerInput

## Classes

[HVRControllerEvent](#)

[HVRControllerEvents](#)

[HVRGlobalInputs](#)

[HVRInputAction](#)

[HVRInputManager](#)

[HVRPlayerInputs](#)

[HVRTrackedController](#)

[HVRXRInputController](#)

## Enums

[HVRForceGrabActivation](#)

[VRMode](#)

# Class HVRControllerEvent

## Inheritance

System.Object

UnityEngine.Events.UnityEventBase

UnityEngine.Events.UnityEvent<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>.FindMethodImpl(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

```
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 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 UnityEvent LeftTrackPadDownActivated
```

### Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

## LeftTrackPadDownDeactivated

### Declaration

```
public UnityEvent LeftTrackPadDownDeactivated
```

### Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

## LeftTrackPadLeftActivated

### Declaration

```
public UnityEvent LeftTrackPadLeftActivated
```

### Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

## LeftTrackPadLeftDeactivated

### Declaration

```
public UnityEvent LeftTrackPadLeftDeactivated
```

### Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

## LeftTrackPadRightActivated

### Declaration

```
public 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

`CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)`  
`CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)`  
`CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)`  
`CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)`  
`CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)`

# 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

```
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 HVRGlobalInputs : MonoBehaviour
```

## Fields

### LeftGrip

#### Declaration

```
public float LeftGrip
```

#### Field Value

TYPE	DESCRIPTION
System.Single	

### LeftGripButtonState

#### Declaration

```
public HVRButtonState LeftGripButtonState
```

#### Field Value

TYPE	DESCRIPTION
HVRButtonState	

### LeftJoystickAxis

#### Declaration

```
public Vector2 LeftJoystickAxis
```

#### Field Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

### LeftJoystickButtonState

#### Declaration

```
public HVRButtonState LeftJoystickButtonState
```

#### Field Value

TYPE	DESCRIPTION
HVRButtonState	

### LeftJoystickTouchState

#### Declaration

```
public HVRButtonState LeftJoystickTouchState
```

#### Field Value

TYPE	DESCRIPTION
HVRButtonState	

### LeftMenuButtonState

#### Declaration

```
public HVRButtonState LeftMenuButtonState
```

#### Field Value

TYPE	DESCRIPTION
HVRButtonState	

### LeftPrimaryButtonState

#### Declaration

```
public HVRButtonState LeftPrimaryButtonState
```

#### Field Value

TYPE	DESCRIPTION
HVRButtonState	

### LeftPrimaryTouchButtonState

#### Declaration

```
public HVRButtonState LeftPrimaryTouchButtonState
```

#### Field Value

TYPE	DESCRIPTION
HVRButtonState	

### LeftSecondaryButtonState

#### Declaration

```
public HVRButtonState LeftSecondaryButtonState
```

#### Field Value

TYPE	DESCRIPTION
HVRButtonState	

### LeftSecondaryTouchButtonState

#### Declaration

```
public HVRButtonState LeftSecondaryTouchButtonState
```

## Field Value

TYPE	DESCRIPTION
HVRButtonState	

## LeftThumbNearTouchState

### Declaration

```
public HVRButtonState LeftThumbNearTouchState
```

## Field Value

TYPE	DESCRIPTION
HVRButtonState	

## LeftThumbTouchState

### Declaration

```
public HVRButtonState LeftThumbTouchState
```

## Field Value

TYPE	DESCRIPTION
HVRButtonState	

## LeftTrackpadAxis

### Declaration

```
public Vector2 LeftTrackpadAxis
```

## Field Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

## LeftTrackpadButtonState

### Declaration

```
public HVRButtonState LeftTrackpadButtonState
```

## Field Value

TYPE	DESCRIPTION
HVRButtonState	

## LeftTrackPadDown

### Declaration

```
public HVRButtonState LeftTrackPadDown
```

## Field Value

TYPE	DESCRIPTION
<a href="#">HVRButtonState</a>	

## LeftTrackPadLeft

### Declaration

```
public HVRButtonState LeftTrackPadLeft
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRButtonState</a>	

## LeftTrackPadRight

### Declaration

```
public HVRButtonState LeftTrackPadRight
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRButtonState</a>	

## LeftTrackPadTouchState

### Declaration

```
public HVRButtonState LeftTrackPadTouchState
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRButtonState</a>	

## LeftTrackPadUp

### Declaration

```
public HVRButtonState LeftTrackPadUp
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRButtonState</a>	

## LeftTrigger

### Declaration

```
public float LeftTrigger
```

### Field Value

TYPE	DESCRIPTION
System.Single	

## LeftTriggerButtonState

### Declaration

```
public HVRButtonState LeftTriggerButtonState
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## LeftTriggerNearTouchState

### Declaration

```
public HVRButtonState LeftTriggerNearTouchState
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## LeftTriggerTouchState

### Declaration

```
public HVRButtonState LeftTriggerTouchState
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## RightGrip

### Declaration

```
public float RightGrip
```

### Field Value

TYPE	DESCRIPTION
System.Single	

## RightGripButtonState

### Declaration

```
public HVRButtonState RightGripButtonState
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRButtonState</a>	

## RightJoystickAxis

### Declaration

```
public Vector2 RightJoystickAxis
```

### Field Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

## RightJoystickButtonState

### Declaration

```
public HVRButtonState RightJoystickButtonState
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRButtonState</a>	

## RightJoystickTouchState

### Declaration

```
public HVRButtonState RightJoystickTouchState
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRButtonState</a>	

## RightMenuButtonState

### Declaration

```
public HVRButtonState RightMenuButtonState
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRButtonState</a>	

## RightPrimaryButtonState

### Declaration

```
public HVRButtonState RightPrimaryButtonState
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## RightPrimaryTouchButtonState

### Declaration

```
public HVRButtonState RightPrimaryTouchButtonState
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## RightSecondaryButtonState

### Declaration

```
public HVRButtonState RightSecondaryButtonState
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## RightSecondaryTouchButtonState

### Declaration

```
public HVRButtonState RightSecondaryTouchButtonState
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## RightThumbNearTouchState

### Declaration

```
public HVRButtonState RightThumbNearTouchState
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## RightThumbTouchState

### Declaration

```
public HVRButtonState RightThumbTouchState
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## RightTrackpadAxis

### Declaration

```
public Vector2 RightTrackpadAxis
```

### Field Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

## RightTrackpadButtonState

### Declaration

```
public HVRButtonState RightTrackpadButtonState
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## RightTrackPadDown

### Declaration

```
public HVRButtonState RightTrackPadDown
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## RightTrackPadLeft

### Declaration

```
public HVRButtonState RightTrackPadLeft
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## RightTrackPadRight

### Declaration

```
public HVRButtonState RightTrackPadRight
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRButtonState</a>	

## RightTrackPadTouchState

### Declaration

```
public HVRButtonState RightTrackPadTouchState
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRButtonState</a>	

## RightTrackPadUp

### Declaration

```
public HVRButtonState RightTrackPadUp
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRButtonState</a>	

## RightTrigger

### Declaration

```
public float RightTrigger
```

### Field Value

TYPE	DESCRIPTION
System.Single	

## RightTriggerButtonState

### Declaration

```
public HVRButtonState RightTriggerButtonState
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRButtonState</a>	

## RightTriggerNearTouchState

### Declaration

```
public HVRButtonState RightTriggerNearTouchState
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRButtonState</a>	

## RightTriggerTouchState

### Declaration

```
public HVRButtonState RightTriggerTouchState
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRButtonState</a>	

## Properties

### Instance

#### Declaration

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

### Property Value

TYPE	DESCRIPTION
<a href="#">HVRGlobalInputs</a>	

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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

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.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
<a href="#">HVRGrabbable</a>	

## Methods

### Awake()

#### Declaration

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

### CheckInput(HVRController)

#### Declaration

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

#### Parameters

TYPE	NAME	DESCRIPTION
HVRController	controller	

## Update()

### Declaration

```
public void Update()
```

### Extension Methods

```
HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)
VRUtilities.GetRigidbody(MonoBehaviour)
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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.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>()
```

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
<a href="#">HVRControllerOffsets</a>	

### 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
<a href="#">HVRInputSettings</a>	

## CurrentSDK

## Declaration

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

## Field Value

TYPE	DESCRIPTION
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
HVRFingerSettings	

## ForceOVRInputUpdate

### Declaration

```
[Tooltip("If using OVRInput for Oculus devices without OVRManager 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
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
HVRInputSettings	

### KnucklesOpenXR

#### Declaration

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

#### Field Value

TYPE	DESCRIPTION
System.String	

### LeftController

#### Declaration

```
public HVRController LeftController
```

#### Field Value

TYPE	DESCRIPTION
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
HVRController	

## LeftManufacturer

### Declaration

```
public string LeftManufacturer
```

## Field Value

TYPE	DESCRIPTION
System.String	

## LeftOculusController

### Declaration

```
public HVRController LeftOculusController
```

## Field Value

TYPE	DESCRIPTION
HVRController	

## LeftSteamController

### Declaration

```
public HVRController LeftSteamController
```

## Field Value

TYPE	DESCRIPTION
HVRController	

## LeftXRInputController

### Declaration

```
public HVRController LeftXRInputController
```

## Field Value

TYPE	DESCRIPTION
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
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 HVRInputSettings ReverbG2InputMap
```

## Field Value

TYPE	DESCRIPTION
HVRInputSettings	

## RightController

### Declaration

```
public HVRController RightController
```

## Field Value

TYPE	DESCRIPTION
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
HVRController	

## RightManufacturer

### Declaration

```
public string RightManufacturer
```

### Field Value

TYPE	DESCRIPTION
System.String	

## RightOculusController

### Declaration

```
public HVRController RightOculusController
```

### Field Value

TYPE	DESCRIPTION
HVRController	

## RightSteamController

### Declaration

```
public HVRController RightSteamController
```

### Field Value

TYPE	DESCRIPTION
HVRController	

## RightXRInputController

### Declaration

```
public HVRController RightXRInputController
```

### Field Value

TYPE	DESCRIPTION
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
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
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
HVRHandSide	side	

#### Returns

TYPE	DESCRIPTION
HVRController	

### GetDevice(HVRHandSide)

#### Declaration

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

#### Parameters

TYPE	NAME	DESCRIPTION
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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

```
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# Class HVRPlayerInputs

## Inheritance

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

## 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: [HurricaneVRFramework.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
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
HVRButtonState	

## LeftTriggerGrabState

### Declaration

```
public HVRButtonState LeftTriggerGrabState
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRButtonState</a>	

## 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
<a href="#">HVRButtonState</a>	

## SprintRequiresDoubleClick

### Declaration

```
public bool SprintRequiresDoubleClick
```

### Field Value

TYPE	DESCRIPTION
System.Boolean	

## StandState

### Declaration

```
public HVRButtonState StandState
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRButtonState</a>	

## SwapMovementAxis

### Declaration

```
public bool SwapMovementAxis
```

### Field Value

TYPE	DESCRIPTION
System.Boolean	

## TeleportHandSide

### Declaration

```
public HVRHandSide TeleportHandSide
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRHandSide</a>	

## 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
HVRController	

### LeftControllerType

#### Declaration

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

#### Property Value

TYPE	DESCRIPTION
HVRControllerType	

### RightController

#### Declaration

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

#### Property Value

TYPE	DESCRIPTION
HVRController	

### RightControllerType

#### Declaration

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

#### Property Value

TYPE	DESCRIPTION
HVRControllerType	

### TeleportController

#### Declaration

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

#### Property Value

TYPE	DESCRIPTION
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
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
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
HVRHandSide	side	

#### Returns

TYPE	DESCRIPTION
System.Boolean	

### GetGripHoldActive(HVRHandSide)

#### Declaration

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

#### Parameters

TYPE	NAME	DESCRIPTION
HVRHandSide	side	

#### Returns

TYPE	DESCRIPTION
System.Boolean	

### GetHoldActive(HVRHandSide)

#### Declaration

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

#### Parameters

TYPE	NAME	DESCRIPTION
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
HVRHandSide	side	

#### Returns

TYPE	DESCRIPTION
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
HVRButtonState	buttonState	

### SetState(ref HVRButtonState, Boolean)

#### Declaration

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

#### Parameters

TYPE	NAME	DESCRIPTION
HVRButtonState	buttonState	
System.Boolean	pressed	

### Update()

#### Declaration

```
public void Update()
```

### UpdateInput()

#### Declaration

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

### Extension Methods

```
HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)
VRUtilities.GetRigidbody(MonoBehaviour)
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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: [HurricaneVRFramework.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
<a href="#">HVRHandSide</a>	

### 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRXRInputController

## Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRController
HVRXRInputController
```

## Inherited Members

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

HVRController.FingerCurls  
HVRController.ThumbCurl  
HVRController.IndexCurl  
HVRController.MiddleCurl  
HVRController.RingCurl  
HVRController.PinkyCurl  
HVRController.Velocity  
HVRController.AngularVelocity  
HVRController.IsActive  
HVRController.XRNode  
HVRController.Device  
HVRController.ThumbstickDeadZone  
HVRController.InputMap  
HVRController.FingerSettings  
HVRController.Knuckles  
HVRController.WMR  
HVRController.Vive  
HVRController.LeftFingerCurls  
HVRController.RightFingerCurls  
HVRController.ControllerType  
HVRController.AngularVelocityMagnitude  
HVRController.VelocityMagnitude  
HVRController.RecentVelocities  
HVRController.Awake()  
HVRController.Start()  
HVRController.UpdateFingerCurls()  
HVRController.ResetTrackedVelocities()  
HVRController.GetAverageVelocity(Single)  
HVRController.CheckButtonState(HVRButtons, HVRButtonState)  
HVRController.GetIsTriggerPressed()  
HVRController.GetIsGripPressed()  
HVRController.SetButtonState(HVRButtons, HVRButtonState, Boolean)  
HVRController.ResetButton(HVRButtonState)  
HVRController.SetButtonState(HVRHandSide, HVRButtons, HVRButtonState)  
HVRController.GetButtonState(HVRHandSide, HVRButtons)  
HVRController.Vibrate(HapticData)  
HVRController.Vibrate(Single, Single, 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.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.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

[HVRController.AfterInputUpdate\(\)](#)

### CheckAdditionalFeature(HVRXRInputFeatures)

#### Declaration

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

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRXRInputFeatures</a>	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	
<a href="#">HVRXRInputFeatures</a>	inputFeature	
System.Single	threshold	

#### Returns

TYPE	DESCRIPTION
System.Boolean	

### UpdateInput()

#### Declaration

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

## Overrides

[HVRController.UpdateInput\(\)](#)

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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.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.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
HVRController	controller	

#### Overrides

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

#### Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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.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.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
<a href="#">HVRController</a>	controller	

#### Overrides

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

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

```
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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.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.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
<a href="#">HVRController</a>	controller	

#### Overrides

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

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

```
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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.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.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.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
<a href="#">HVRController</a>	controller	

#### Overrides

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

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

```
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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.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.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.InputEvents](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRPrimaryButtonEvents : 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
HVRController	controller	

#### Overrides

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

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

```
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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.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.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 : 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
HVRController	controller	

#### Overrides

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

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

```
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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.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.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.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
<a href="#">HVRController</a>	controller	

#### Overrides

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

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

```
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# Class HVRSecondaryTouchButtonEvents

## Inheritance

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

## 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.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.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 : 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
<a href="#">HVRController</a>	controller	

#### Overrides

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

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

```
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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.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.InputEvents](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRThumbTouchEvents : 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
HVRController	controller	

#### Overrides

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

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

```
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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.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.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
HVRController	controller	

#### Overrides

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

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

```
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# Class HVRTrackPadDownEvents

## Inheritance

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

## 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.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
HVRController	controller	

#### Overrides

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

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

```
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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.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.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
HVRController	controller	

#### Overrides

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

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

```
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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.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.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
<a href="#">HVRController</a>	controller	

#### Overrides

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

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

```
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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.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.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.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
HVRController	controller	

#### Overrides

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

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

```
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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.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.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
HVRController	controller	

#### Overrides

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

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

```
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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.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.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.InputEvents](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRTriggerButtonEvents : 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	

### 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
HVRController	controller	

#### Overrides

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

#### Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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.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.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
HVRController	controller	

#### Overrides

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

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

```
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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

[GrabBehaviour](#)

[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)

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

Assembly: HurricaneVR.Framework.dll

## Syntax

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

## Implements

UnityEngine.ISerializationCallbackReceiver

# Enum GrabBehaviour

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

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public enum GrabBehaviour
```

## Fields

NAME	DESCRIPTION
Default	
HandRetrieves	
PullToHand	

# 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.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

```
[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**

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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.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](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRGrabbable : MonoBehaviour
```

## Fields

### Activated

#### Declaration

```
public VRGrabberEvent Activated
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">VRGrabberEvent</a>	

### 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 VRGrabbableEvent 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	

## ExtralgnoreCollisionParents

### Declaration

```
[Tooltip("Additional transforms to ignore children colliders when grabbing, helpful for compound objects")]
public List<Transform> ExtralgnoreCollisionParents
```

## 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	

## 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	

### GrabBehaviour

#### Declaration

```
[Header("Grab Settings")]
[Tooltip("Define grab behaviour, HandGrabber Default, Pull object to hand, Hand goes to the object.")]
public GrabBehaviour GrabBehaviour
```

#### Field Value

TYPE	DESCRIPTION
GrabBehaviour	

### 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
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< <a href="#">HVRPosableGrabPoint</a> >	

## GrabTrigger

### Declaration

```
[DrawIf("OverrideGrabTrigger", true, DrawIfAttribute.DisablingType.DontDraw)]
public HVRGrabTrigger GrabTrigger
```

## Field Value

TYPE	DESCRIPTION
HVRGrabTrigger	

## HandFullReleased

### Declaration

```
public VRHandGrabberEvent HandFullReleased
```

## Field Value

TYPE	DESCRIPTION
<a href="#">VRHandGrabberEvent</a>	

## 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
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.")]
public HVRJointSettings JointOverride
```

## Field Value

TYPE	DESCRIPTION
HVRJointSettings	

## LinkedGrabbables

### Declaration

```
[Tooltip("Used to determine a two handed grab across grabbable objects")]
public List<HVRGrabbable> LinkedGrabbables
```

## Field Value

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

## 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	

## MaxDistanceBehaviour

### Declaration

```
[Tooltip("Override to change how the hand behaves after reaching max distance from the controller")]
[DrawIf("OverrideMaxDistanceBehaviour", true, DrawIfAttribute.DisablingType.DontDraw)]
public MaxDistanceBehaviour MaxDistanceBehaviour
```

### Field Value

TYPE	DESCRIPTION
MaxDistanceBehaviour	

## 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	

## OverrideMaxDistanceBehaviour

### Declaration

```
[Tooltip("Enable override of max hand to controller distance reached behaviour")]
public bool OverrideMaxDistanceBehaviour
```

### 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	

### PoseType

#### Declaration

```
[FormerlySerializedAs("GrabType")]  
public PoseType PoseType
```

#### Field Value

TYPE	DESCRIPTION
PoseType	

### 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< <a href="#">HVRStabber</a> >	

### StartingSocket

#### Declaration

```
[Header("Sockets")]
[Tooltip("Socket that this grabbable will start in.")]
public HVRSocket StartingSocket
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRSocket</a>	

### 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
<a href="#">HVRGrabTracking</a>	

### TwoHandJointSettings

#### Declaration

```
[Tooltip("Applies the joint settings to the hand joint with two hand hold.")]
public HVRJointSettings TwoHandJointSettings
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRJointSettings</a>	

### 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

### AdditionallgnoreColliders

#### Declaration

```
public List<Collider> AdditionallgnoreColliders { 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	

### AnyLinkedHandHeld()

Returns true if any linked grabbable is held by a hand

### Declaration

```
public bool AnyLinkedHandHeld()
```

### 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	
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	

## HasCollider(Collider)

### Declaration

```
public virtual bool HasCollider(Collider c)
```

### Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Collider	c	

### 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	

## IgnoreCollision(Collider, Boolean)

### Declaration

```
public void IgnoreCollision(Collider other, bool ignore = true)
```

### Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Collider	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

**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

```
HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)  
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)  
VRUtilities.GetRigidbody(MonoBehaviour)  
VRUtilities.GetCopyOf<T>(Component, T)  
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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: [HurricaneVRFramework.Core](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRGrabbableChild : MonoBehaviour
```

## Fields

### ParentGrabbable

#### Declaration

```
public HVRGrabbable ParentGrabbable
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRGrabbable</a>	

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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>()
```

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: [HurricaneVRFramework.Core](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRGrabPoints : MonoBehaviour
```

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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

```
[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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRHandPhysics

## Inheritance

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

## 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

```
[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

HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)  
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)  
VRUtilities.GetRigidbody(MonoBehaviour)  
VRUtilities.GetCopyOf<T>(Component, T)  
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)

# Class HVRManager

## Inheritance

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

## 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: [HurricaneVRFramework.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

HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)  
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)  
VRUtilities.GetRigidbody(MonoBehaviour)  
VRUtilities.GetCopyOf<T>(Component, T)  
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)

# Class HVRPhysicsGrabbable

## Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine	MonoBehaviour
HVRGrabbable
HVRPhysicsGrabbable
```

## Inherited Members

```
HVRGrabbable.GrabBehaviour
HVRGrabbable.PoseType
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.FinalJointTimeout
HVRGrabbable.CollisionParents
HVRGrabbable.ExtralgnoreCollisionParents
```

HVRGrabbable.GrabColliders  
HVRGrabbable.ConsiderGrabPointAngle  
HVRGrabbable.UseColliderClosestPoint  
HVRGrabbable.DisableHandCollision  
HVRGrabbable.AllowMultiplayerSwap  
HVRGrabbable.MasterGrabbable  
HVRGrabbable.LinkedGrabbables  
HVRGrabbable.CollisionDetection  
HVRGrabbable.PhysicsPoserFallback  
HVRGrabbable.OverrideMaxDistanceBehaviour  
HVRGrabbable.MaxDistanceBehaviour  
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.AdditionalIgnoreColliders  
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.IgnoreCollision(Collider, 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.HasCollider(Collider)  
HVRGrabbable.PopulateGrabPoints()  
HVRGrabbable.LoadGrabPoints()  
HVRGrabbable.GetAverageVelocity(Int32, Int32, Boolean, Int32)  
HVRGrabbable.GetAverageAngularVelocity(Int32, Int32)  
HVRGrabbable.AnyGrabberNotMine()  
HVRGrabbable.ForceRelease()  
HVRGrabbable.AnyLinkedHandHeld()  
HVRGrabbable.ProcessUpdate()  
HVRGrabbable.ProcessFixedUpdate()  
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.IgnoreCollider(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.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: [HurricaneVRFramework.Core](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
[RequireComponent(typeof(Rigidbody))]  
public class HVRPhysicsGrabbable : HVRGrabbable
```

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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: [HurricaneVRFramework.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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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	

## DisableHaptics

### Declaration

```
public bool DisableHaptics
```

### Field Value

TYPE	DESCRIPTION
System.Boolean	

## 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
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)

Namespace: [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<HVRGrabbable>

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.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 VRHandGrabberEvent : UnityEvent<HVRHandGrabber, HVRGrabbable>, ISerializationCallbackReceiver
```

## Implements

UnityEngine.ISerializationCallbackReceiver

# Class VRHandPoseEvent

Inheritance

System.Object  
UnityEngine.Events.UnityEventBase  
UnityEngine.Events.UnityEvent<HVVRHandPoser>  
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<HVVRHandPoser>, ISerializationCallbackReceiver
```

Implements

UnityEngine.ISerializationCallbackReceiver

# Class VRSocketEvent

## Inheritance

System.Object

UnityEngine.Events.UnityEventBase

UnityEngine.Events.UnityEvent<HVRSocket, HVRGrabbable>

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.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 VRSocketEvent : UnityEvent<HVRSocket, HVRGrabbable>, ISerializationCallbackReceiver
```

## Implements

UnityEngine.ISerializationCallbackReceiver

# Namespace HurricaneVR.Framework.Core.Bags

## Classes

[HVRForceGrabberBag](#)

[HVRGrabbableBag](#)

[HVRSocketBag](#)

[HVRTiggerGrabbableBag](#)

# Class HVRForceGrabberBag

## Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine	MonoBehaviour
HVRGrabbableBag
HVRTiggerGrabbableBag
HVRForceGrabberBag
```

## Inherited Members

```
HVRTiggerGrabbableBag.UseColliderDistance
HVRTiggerGrabbableBag.Awake()
HVRTiggerGrabbableBag.Start()
HVRTiggerGrabbableBag.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)
HVRGrabbableBag.Calculate()
HVRGrabbableBag.IsValid(HVRGrabbable)
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.Bags](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRForceGrabberBag : HVRTriggerGrabbableBag
```

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRGrabbableBag

## Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine	MonoBehaviour
HVRGrabbableBag
HVRTTriggerGrabbableBag
```

## 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.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
HVRSortMode	

## **IgnoredGrabbables**

### Declaration

```
public List<HVRGrabbable> IgnoredGrabbables
```

### Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< <a href="#">HVRGrabbable</a> >	

## **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< <a href="#">HVRGrabbable</a> >	

## 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**

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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.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 HVRSocketBag : MonoBehaviour, IComparer<HVRSocket>
```

## Fields

### AllSockets

#### Declaration

```
public readonly HashSet<HVRSocket> AllSockets
```

#### Field Value

TYPE	DESCRIPTION
System.Collections.Generic.HashSet< <a href="#">HVRSocket</a> >	

### ClosestSocket

#### Declaration

```
[Header("Debugging")]
public HVRSocket ClosestSocket
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRSocket</a>	

### 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
<a href="#">HVRHandGrabber</a>	

## **hvrSortMode**

### Declaration

```
public HVRSortMode hvrSortMode
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRSortMode</a>	

## **IgnoredSockets**

### Declaration

```
public HVRSocket[] IgnoredSockets
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRSocket[]</a>	

## **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< <a href="#">HVRSocket</a> >	

## **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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Namespace HurricaneVR.Framework.Core.Grabbers

## Classes

[HVRCloneDelete](#)

[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 HVRCloneDelete

## Inheritance

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

## 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: [HurricaneVRFramework.Core.Grabbers](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRCloneDelete : MonoBehaviour
```

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.IsMine](#)  
[HVRGrabberBase.PerformUpdate](#)  
[HVRGrabberBase.PullingGrabbable](#)  
[HVRGrabberBase.OnEnable\(\)](#)  
[HVRGrabberBase.OnDisable\(\)](#)  
[HVRGrabberBase.OnDestroy\(\)](#)  
[HVRGrabberBase.Awake\(\)](#)  
[HVRGrabberBase.FixedUpdate\(\)](#)  
[HVRGrabberBase.CheckRelease\(\)](#)  
[HVRGrabberBase.ForceRelease\(\)](#)  
[HVRGrabberBase.CheckSwapReleaseRequired\(HVRGrabbable\)](#)  
[HVRGrabberBase.CheckSwapRelease\(HVRGrabbable\)](#)  
[HVRGrabberBase.SwapRelease\(HVRGrabbable\)](#)  
[HVRGrabberBase.ReleaseGrabbable\(HVRGrabberBase, HVRGrabbable, Boolean, Boolean\)](#)  
[HVRGrabberBase.IsValidGrabbable\(HVRGrabbable\)](#)  
[HVRGrabberBase.GetClosestGrabbable\(\)](#)  
[HVRGrabberBase.GetClosestGrabbable\(Predicate<HVRGrabbable>\)](#)  
[HVRGrabberBase.CheckGrab\(\)](#)

HVRGrabberBase.TryGrab(HVRGrabbable, Boolean)  
HVRGrabberBase.TryGrabNoEvents(HVRGrabbable, Boolean)  
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)  
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.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 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
<a href="#">HVRHandPoser</a>	

## GrabStyle

### Declaration

```
[Header("Settings")]
public HVRForceGrabMode GrabStyle
```

## Field Value

TYPE	DESCRIPTION
<a href="#">HVRForceGrabMode</a>	

## HandGrabber

### Declaration

```
public HVRHandGrabber HandGrabber
```

## Field Value

TYPE	DESCRIPTION
<a href="#">HVRHandGrabber</a>	

## HoverPoser

### Declaration

```
public HVRHandPoser HoverPoser
```

## Field Value

TYPE	DESCRIPTION
<a href="#">HVRHandPoser</a>	

## Laser

### Declaration

```
[Header("Components")]
public HVRForceGrabberLaser Laser
```

## Field Value

TYPE	DESCRIPTION
<a href="#">HVRForceGrabberLaser</a>	

## 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	

## MaxRayCastDistance

### Declaration

```
[Tooltip("Max distance of the line of sight ray cast.")]  
public float MaxRayCastDistance
```

## 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	

## RaycastLayermask

### Declaration

```
[DrawIf("UseHandLayerMask", false, DrawIfAttribute.DisablingType.DontDraw)]
[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	

### RequireLineOfSight

#### Declaration

```
[Header("Line of Sight")]
[Tooltip("If true, ray cast from the RaycastOrigin need to hit objects in the trigger collider, otherwise they can't be grabbed.")]
public bool RequireLineOfSight
```

#### Field Value

TYPE	DESCRIPTION
System.Boolean	

### 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

TYPE	DESCRIPTION
UnityEngine.AudioClip	

## 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	

## UseHandLayerMask

### Declaration

```
[Tooltip("If true, uses RaycastLayermask field of the hand grabber for line of sight checks.")]
public bool UseHandLayerMask
```

### Field Value

TYPE	DESCRIPTION
System.Boolean	

## 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
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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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
<a href="#">HVRGrabbable</a>	grabbable	

## Fields

### Cancel

#### Declaration

```
public bool Cancel
```

#### Field Value

TYPE	DESCRIPTION
System.Boolean	

### Grabbable

#### Declaration

```
public HVRGrabbable Grabbable
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRGrabbable</a>	

## 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

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.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.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
<a href="#">VRGrabberEvent</a>	

### **BeforeHoverEnter**

Declaration

```
public VRGrabberEvent BeforeHoverEnter
```

### Field Value

TYPE	DESCRIPTION
<a href="#">VRGrabberEvent</a>	

### **GrabBags**

Declaration

```
public List<HVRGrabbableBag> GrabBags
```

### Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< <a href="#">HVRGrabbableBag</a> >	

## Grabbed

### Declaration

```
public VRGrabberEvent Grabbed
```

### Field Value

TYPE	DESCRIPTION
<a href="#">VRGrabberEvent</a>	

## HoverEnter

### Declaration

```
public VRGrabberEvent HoverEnter
```

### Field Value

TYPE	DESCRIPTION
<a href="#">VRGrabberEvent</a>	

## HoverExit

### Declaration

```
public VRGrabberEvent HoverExit
```

### Field Value

TYPE	DESCRIPTION
<a href="#">VRGrabberEvent</a>	

## Released

### Declaration

```
public VRGrabberEvent Released
```

### Field Value

TYPE	DESCRIPTION
<a href="#">VRGrabberEvent</a>	

## 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	

## Methods

### Awake()

#### Declaration

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

### 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	

### 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()
```

## **CheckSwapRelease(HVRGrabbable)**

Will check if this object should be released from it's primary grabber and release it if so.

### **Declaration**

```
protected virtual void CheckSwapRelease(HVRGrabbable grabbable)
```

### **Parameters**

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

## **CheckSwapReleaseRequired(HVRGrabbable)**

Returns true if this object should be released from it's existing grabber prior to be grabbed by another.

### **Declaration**

```
protected virtual bool CheckSwapReleaseRequired(HVRGrabbable grabbable)
```

### **Parameters**

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

### **Returns**

TYPE	DESCRIPTION
System.Boolean	

## **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
<a href="#">HVRGrabbable</a>	

### 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
<a href="#">HVRGrabbable</a>	

### 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< <a href="#">HVRGrabbable</a> >	canGrab	

#### Returns

TYPE	DESCRIPTION
<a href="#">HVRGrabbable</a>	

### 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	

## 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	

### ReleaseGrabbable(HVRGrabberBase, HVRGrabbable, Boolean, Boolean)

Executes the release sequence on the provided grabber and grabbable.

#### Declaration

```
public static void ReleaseGrabbable(HVRGrabberBase grabber, HVRGrabbable grabbable, bool raiseEvents = true, bool isHandSwap = false)
```

#### Parameters

TYPE	NAME	DESCRIPTION
HVRGrabberBase	grabber	
HVRGrabbable	grabbable	

TYPE	NAME	DESCRIPTION
System.Boolean	raiseEvents	If true the Released Unity events on the grabber and grabbable will execute.
System.Boolean	isHandSwap	

## Start()

### Declaration

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

## SwapRelease(HVRGrabbable)

Releases the grabbable from it's current grabber, this is prior to being grabbed by another grabber.

### Declaration

```
protected virtual void SwapRelease(HVRGrabbable grabbable)
```

### Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

## 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	

TYPE	NAME	DESCRIPTION
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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.IsMine](#)  
[HVRGrabberBase.PerformUpdate](#)  
[HVRGrabberBase.PullingGrabbable](#)  
[HVRGrabberBase.OnEnable\(\)](#)  
[HVRGrabberBase.OnDisable\(\)](#)  
[HVRGrabberBase.OnDestroy\(\)](#)  
[HVRGrabberBase.CheckRelease\(\)](#)  
[HVRGrabberBase.CheckSwapReleaseRequired\(HVRGrabbable\)](#)  
[HVRGrabberBase.SwapRelease\(HVRGrabbable\)](#)  
[HVRGrabberBase.ReleaseGrabbable\(HVRGrabberBase, HVRGrabbable, Boolean, Boolean\)](#)  
[HVRGrabberBase.IsValidGrabbable\(HVRGrabbable\)](#)  
[HVRGrabberBase.GetClosestGrabbable\(\)](#)  
[HVRGrabberBase.GetClosestGrabbable\(Predicate<HVRGrabbable>\)](#)  
[HVRGrabberBase.TryGrab\(HVRGrabbable, Boolean\)](#)  
[HVRGrabberBase.TryGrabNoEvents\(HVRGrabbable, Boolean\)](#)  
[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)  
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.Core.Grabbers](#)

Assembly: HurricaneVR.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 HVRTTeleportCollisionHandler 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
<a href="#">HVRGrabbableHoverBase</a>	

## DynamicPoseIndicatorMode

### Declaration

```
public DynamicPoseGrabIndicator DynamicPoseIndicatorMode
```

## Field Value

TYPE	DESCRIPTION
<a href="#">DynamicPoseGrabIndicator</a>	

## FallbackPoser

### Declaration

```
[Tooltip("Default hand pose to fall back to.")]  
public HVRHandPoser FallbackPoser
```

## Field Value

TYPE	DESCRIPTION
<a href="#">HVRHandPoser</a>	

## ForceGrabber

### Declaration

```
public HVRForceGrabber ForceGrabber
```

## Field Value

TYPE	DESCRIPTION
<a href="#">HVRForceGrabber</a>	

## GrabIndicator

### Declaration

```
[Header("Grab Indicators")]  
public HVRGrabbableHoverBase GrabIndicator
```

## Field Value

TYPE	DESCRIPTION
<a href="#">HVRGrabbableHoverBase</a>	

## 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
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
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	

## MoveThreshold

### Declaration

```
[Tooltip("If the grabbable still isn't in pose orientation after the timeout, the hand will retrieve the object if the pose rotation delta is greater than this.")]
public float MoveThreshold
```

### Field Value

TYPE	DESCRIPTION
System.Single	

## OverlappingGrabbables

### Declaration

```
public Dictionary<HVRGrabbable, Coroutine> OverlappingGrabbables
```

### Field Value

TYPE	DESCRIPTION
System.Collections.Generic.Dictionary< <a href="#">HVRGrabbable</a> , 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	

### PullLerpTime

#### Declaration

```
[Header("Pull Settings")]
[Tooltip("Lerps between grabbable starting position and final hand posed position over this amount of time")]
public float PullLerpTime
```

#### Field Value

TYPE	DESCRIPTION
System.Single	

### Pusher

#### Declaration

```
[Tooltip("Used to push objects away from the hand, or unstuck the hand if desired by calling StartPushing.")]
public BoxCollider Pusher
```

#### Field Value

TYPE	DESCRIPTION
UnityEngine.BoxCollider	

## **PushoutTime**

### Declaration

```
[Tooltip("How quickly does the push out box collider go from zero to full size.")]
public float PushoutTime
```

### Field Value

TYPE	DESCRIPTION
System.Single	

## **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
CircularBuffer<UnityEngine.Vector3>	

## **RecentVelocities**

### Declaration

```
public readonly CircularBuffer<Vector3> RecentVelocities
```

### Field Value

TYPE	DESCRIPTION
CircularBuffer<UnityEngine.Vector3>	

TYPE	DESCRIPTION

## 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

### BaseLineGrabAnchor

#### Declaration

```
public Vector3 BaseLineGrabAnchor { get; }
```

### Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

### CachedWorldPosition

#### Declaration

```
public Vector3 CachedWorldPosition { get; }
```

### Property Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

### 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
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

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
<a href="#">HVRTrackedController</a>	

## 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 HVRRigidbodyOverrides RigidOverrides { get; }
```

## Property Value

TYPE	DESCRIPTION
HVRRigidbodyOverrides	

## 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 override void Awake()
```

## Overrides

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

## BreakDistanceCooldown(Single)

Breakdistance check ignored for the next 'timeout' amount of time. Useful if you're teleporting the player around and need to ignore break check temporarily while the move resolves.

### Declaration

```
public void BreakDistanceCooldown(float timeout = 0.25F)
```

### Parameters

TYPE	NAME	DESCRIPTION
System.Single	timeout	

## 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	
HVRAxis	axis	

### CheckActivateGrabbable()

#### Declaration

```
protected virtual void CheckActivateGrabbable()
```

### CheckBreakDistance()

#### Declaration

```
protected virtual void CheckBreakDistance()
```

### CheckBreakDistanceReached()

#### Declaration

```
protected virtual bool CheckBreakDistanceReached()
```

#### Returns

TYPE	DESCRIPTION
System.Boolean	

### 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
<a href="#">HVRGrabbable</a>	grabbable	

##### Returns

TYPE	DESCRIPTION
System.Boolean	

#### CheckSocketGrab()

##### Declaration

```
protected virtual bool CheckSocketGrab()
```

##### Returns

TYPE	DESCRIPTION
System.Boolean	

#### CheckSocketHover()

##### Declaration

```
protected virtual void CheckSocketHover()
```

#### CheckSocketUnhover()

##### Declaration

```
protected virtual void CheckSocketUnhover()
```

## **CheckSwapRelease(HVRGrabbable)**

### Declaration

```
protected override void CheckSwapRelease(HVRGrabbable grabbable)
```

### Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

### Overrides

[HVRGrabberBase.CheckSwapRelease\(HVRGrabbable\)](#)

## **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	
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	
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	

### OrientGrabbable(HVRGrabbable, HVRPosableGrabPoint, Boolean, Boolean)

Immediately puts the grabbable object into pose position relative to the hand

#### Declaration

```
public void OrientGrabbable(HVRGrabbable grabbable, HVRPosableGrabPoint grabPoint, bool position = true, bool rotation = true)
```

#### Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	
HVRPosableGrabPoint	grabPoint	
System.Boolean	position	
System.Boolean	rotation	

### OverrideHandSettings(HVRJointSettings)

#### Declaration

```
public void OverrideHandSettings(HVRJointSettings settings)
```

#### Parameters

TYPE	NAME	DESCRIPTION
HVRJointSettings	settings	

### PullGrabbable(HVRGrabbable)

#### Declaration

```
protected virtual IEnumerator PullGrabbable(HVRGrabbable grabbable)
```

#### Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

#### Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

### 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	

## SetJointAnchors(HVRGrabbable)

### Declaration

```
public void SetJointAnchors(HVRGrabbable grabbable)
```

### Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

## SetupGrab(HVRGrabbable)

### Declaration

```
public void SetupGrab(HVRGrabbable grabbable)
```

### Parameters

TYPE	NAME	DESCRIPTION
HVRGrabbable	grabbable	

## SetupPusher()

### Declaration

```
protected virtual void SetupPusher()
```

## Start()

## Declaration

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

## Overrides

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

## StartPushing()

Enables the push collider, disables existing hand colliders, and then grows the pusher collider to box size over 'PushoutTime', once complete it's disabled and the hand colliders are enabled again.

## Declaration

```
public virtual void StartPushing()
```

## SwapGrabPoint(HVRPosableGrabPoint, Single, HVRAxis)

### Declaration

```
protected virtual IEnumerator SwapGrabPoint(HVRPosableGrabPoint grabPoint, float time, HVRAxis axis)
```

### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRPosableGrabPoint</a>	grabPoint	
System.Single	time	
<a href="#">HVRAxis</a>	axis	

### Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

## TryAutoGrab(HVRGrabbable, HVRPosableGrabPoint)

### Declaration

```
public bool TryAutoGrab(HVRGrabbable grabbable, HVRPosableGrabPoint grabPoint)
```

### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRGrabbable</a>	grabbable	
<a href="#">HVRPosableGrabPoint</a>	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	

## UpdatePushing()

### Declaration

```
protected virtual void UpdatePushing()
```

## UpdateTriggerGrabIndicator()

### Declaration

```
protected virtual void UpdateTriggerGrabIndicator()
```

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRHandGrabOnStart

## Inheritance

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

## 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: [HurricaneVRFramework.Core.Grabbers](#)  
Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRHandGrabOnStart : MonoBehaviour
```

## Fields

### Grabbable

#### Declaration

```
public HVRGrabbable Grabbable
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRGrabbable</a>	

### Grabber

#### Declaration

```
public HVRHandGrabber Grabber
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRHandGrabber</a>	

## Methods

### Start()

#### Declaration

```
public void Start()
```

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRSocket

## Inheritance

System.Object  
UnityEngine.Object  
UnityEngine.Component  
UnityEngine.Behaviour  
UnityEngine.MonoBehaviour  
[HVRGrabberBase](#)  
HVRSocket  
[HVRShoulderSocket](#)  
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UnityEngine.Object.Instantiate(UnityEngine.Object)  
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)  
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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	

## DisableCollision

### Declaration

```
[Tooltip("If false, the socketed object colliders remain active, only works for static or kinematic rb sockets.")]  
public bool DisableCollision
```

#### 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
<a href="#">HVRGrabControls</a>	

## GrabDetectionType

### Declaration

```
public HVRGrabDetection GrabDetectionType
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRGrabDetection</a>	

## 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
<a href="#">HVRSocketHoverAction[]</a>	

## HoldType

### Declaration

```
public SocketHoldType HoldType
```

## Field Value

TYPE	DESCRIPTION
<a href="#">SocketHoldType</a>	

## 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
<a href="#">HVRSocketHoverAction[]</a>	

## InstantHandPose

### Declaration

```
[Tooltip("If true, the hand grabbing an object out of this will instantly bring the object to pose orientation.")]
public bool InstantHandPose
```

## Field Value

TYPE	DESCRIPTION
System.Boolean	

## 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
<a href="#">HVRGrabbable</a>	

## 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
<a href="#">HVRGrabbable</a>	

## Methods

### CanGrab(HVRGrabbable)

#### Declaration

```
public override bool CanGrab(HVRGrabbable grabbable)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRGrabbable</a>	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
<a href="#">HVRGrabbable</a>	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
<a href="#">HVRGrabberBase</a>	grabber	
<a href="#">HVRGrabbable</a>	grabbable	

## OnReleased(HVRGrabbable)

### Declaration

```
protected override void OnReleased(HVRGrabbable grabbable)
```

### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRGrabbable</a>	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
<a href="#">HVRSocketable</a>	socketable	

## PlayUnsocketedSFX(HVRGrabbable)

### Declaration

```
protected virtual void PlayUnsocketedSFX(HVRGrabbable grabbable)
```

### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRGrabbable</a>	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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.IsMine
HVRGrabberBase.PerformUpdate
HVRGrabberBase.PullingGrabbable
HVRGrabberBase.OnEnable()
HVRGrabberBase.OnDisable()
HVRGrabberBase.OnDestroy()
HVRGrabberBase.Awake()
HVRGrabberBase.Update()
HVRGrabberBase.FixedUpdate()
HVRGrabberBase.CheckRelease()
HVRGrabberBase.ForceRelease()
HVRGrabberBase.CheckSwapReleaseRequired(HVRGrabbable)
HVRGrabberBase.CheckSwapRelease(HVRGrabbable)
HVRGrabberBase.SwapRelease(HVRGrabbable)
HVRGrabberBase.ReleaseGrabbable(HVRGrabberBase, HVRGrabbable, Boolean, Boolean)
HVRGrabberBase.IsValidGrabbable(HVRGrabbable)
HVRGrabberBase.GetClosestGrabbable()
HVRGrabberBase.GetClosestGrabbable(Predicate<HVRGrabbable>)
```

HVRGrabberBase.CheckGrab()  
HVRGrabberBase.TryGrab(HVRGrabbable, Boolean)  
HVRGrabberBase.TryGrabNoEvents(HVRGrabbable, Boolean)  
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)

```
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.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
<a href="#">HVRGrabbable</a>	grabbable	

#### Returns

TYPE	DESCRIPTION
System.Boolean	

## Overrides

[HVRGrabberBase.CanGrab\(HVRGrabbable\)](#)

### CanHover(HVRGrabbable)

#### Declaration

```
public override bool CanHover(HVRGrabbable grabbable)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRGrabbable</a>	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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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](#)

[HVRIKTargets](#)

[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 HVRAnimationParameters

## Inheritance

System.Object

HVRAnimationParameters

## 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 HVRAnimationParameters
```

## Methods

### **ClearBoolParameter(HVRHandSide, String)**

#### Declaration

```
public static void ClearBoolParameter(HVRHandSide side, string parameter)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRHandSide</a>	side	
System.String	parameter	

### **ClearFloatParameter(HVRHandSide, String)**

#### Declaration

```
public static void ClearFloatParameter(HVRHandSide side, string parameter)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRHandSide</a>	side	
System.String	parameter	

### **GetBoolParameter(HVRHandSide, String)**

#### Declaration

```
public static bool GetBoolParameter(HVRHandSide side, string parameter)
```

#### Parameters

TYPE	NAME	DESCRIPTION
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
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
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
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()
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.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentInChildren<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.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 HVRGrabPointSwapper : HVRInputAction
```

## Fields

### GrabPoints

#### Declaration

```
public HVRPosableGrabPoint[] GrabPoints
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRPosableGrabPoint[]</a>	

### OtherHands

#### Declaration

```
[Tooltip("Used when other hands with poser index > 0.")]  
public PoserGrabPoints[] OtherHands
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">PoserGrabPoints[]</a>	

### RotateAxis

#### Declaration

```
[Tooltip("Rotation direction when moving to this grab point index.")]  
public HVRAxis[] RotateAxis
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRAxis[]</a>	

### 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
<a href="#">HVRController</a>	controller	

#### Overrides

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

### GetActivated(HVRController)

#### Declaration

```
protected virtual bool GetActivated(HVRController controller)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRController</a>	controller	

#### Returns

TYPE	DESCRIPTION
System.Boolean	

### OnGrabPointSwapped(HVRPosableGrabPoint, HVRPosableGrabPoint)

#### Declaration

```
protected virtual void OnGrabPointSwapped(HVRPosableGrabPoint previous, HVRPosableGrabPoint next)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRPosableGrabPoint</a>	previous	

TYPE	NAME	DESCRIPTION
HVRPosableGrabPoint	next	

## Swap()

### Declaration

```
public virtual void Swap()
```

### Extension Methods

```
HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)
VRUtilities.GetRigidbody(MonoBehaviour)
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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, 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

```
public class HVRHandAnimator : MonoBehaviour
```

## Fields

### CurrentPoser

#### Declaration

```
[Header("Debug View")]
public HVRHandPoser CurrentPoser
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRHandPoser</a>	

### 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
<a href="#">HVRHandPoser</a>	

### 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 overridden 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**

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

`CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)`

`CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)`

# 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
<a href="#">HVRJointMirrorSetting</a>	

## PinkySettings

### Declaration

```
public List<HVRJointMirrorSetting> PinkySettings
```

### Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< <a href="#">HVRJointMirrorSetting</a> >	

## RingSetting

### Declaration

```
public HVRJointMirrorSetting RingSetting
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRJointMirrorSetting</a>	

## RingSettings

### Declaration

```
public List<HVRJointMirrorSetting> RingSettings
```

### Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< <a href="#">HVRJointMirrorSetting</a> >	

## ThumbSetting

### Declaration

```
public HVRJointMirrorSetting ThumbSetting
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRJointMirrorSetting</a>	

## ThumbSettings

## Declaration

```
public List<HVRJointMirrorSetting> ThumbSettings
```

## Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< <a href="#">HVRJointMirrorSetting</a> >	

## 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
<a href="#">HVRHandPoseData</a>	

### RightHand

#### Declaration

```
public HVRHandPoseData RightHand
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRHandPoseData</a>	

### SnappedLeft

#### Declaration

```
public bool SnappedLeft
```

#### Field Value

TYPE	DESCRIPTION
System.Boolean	

## Methods

### DeepCopy()

#### Declaration

```
public HVRHandPose DeepCopy()
```

#### Returns

TYPE	DESCRIPTION
<a href="#">HVRHandPose</a>	

### GetPose(HVRHandSide)

#### Declaration

```
public HVRHandPoseData GetPose(HVRHandSide side)
```

#### Parameters

TYPE	NAME	DESCRIPTION
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
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
<a href="#">HVRHandPoseMask</a>	

## MiddleStart

### Declaration

```
public float MiddleStart
```

### Field Value

TYPE	DESCRIPTION
System.Single	

## MiddleType

### Declaration

```
public HVRFingerType MiddleType
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRFingerType</a>	

## PinkyStart

### Declaration

```
public float PinkyStart
```

### Field Value

TYPE	DESCRIPTION
System.Single	

## PinkyType

### Declaration

```
public HVRFingerType PinkyType
```

### Field Value

TYPE	DESCRIPTION
<a href="#">HVRFingerType</a>	

## 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	

## 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< <a href="#">HVRHandPoseBlend</a> >	

### 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)

`CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)`  
`CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)`  
`CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)`  
`CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)`  
`CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)`

# Class HVRIKTargets

## Inheritance

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

## 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 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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>()
```

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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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< <a href="#">HVRPosableBone</a> >	

### 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
<a href="#">HVRPosableFingerData</a>	

# 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
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 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< <a href="#">HVRPosableGrabPoint</a> >	

## 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
HVRHandSide	side	

#### Returns

TYPE	DESCRIPTION
UnityEngine.Quaternion	

### GetPosePositionOffset(HVRHandSide)

#### Declaration

```
public Vector3 GetPosePositionOffset(HVRHandSide side)
```

#### Parameters

TYPE	NAME	DESCRIPTION
HVRHandSide	side	

#### Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

### GetPoseRotationOffset(HVRHandSide)

## Declaration

```
public Quaternion GetPoseRotationOffset(HVRHandSide side)
```

## Parameters

TYPE	NAME	DESCRIPTION
HVRHandSide	side	

## Returns

TYPE	DESCRIPTION
UnityEngine.Quaternion	

## GetPoseWorldPosition(HVRHandSide)

### Declaration

```
public Vector3 GetPoseWorldPosition(HVRHandSide side)
```

### Parameters

TYPE	NAME	DESCRIPTION
HVRHandSide	side	

### Returns

TYPE	DESCRIPTION
UnityEngine.Vector3	

## GetPoseWorldRotation(HVRHandSide)

### Declaration

```
public Quaternion GetPoseWorldRotation(HVRHandSide side)
```

### Parameters

TYPE	NAME	DESCRIPTION
HVRHandSide	side	

### Returns

TYPE	DESCRIPTION
UnityEngine.Quaternion	

## Start()

### Declaration

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

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

```
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)  
VRUtilities.GetRigidbody(MonoBehaviour)  
VRUtilities.GetCopyOf<T>(Component, T)  
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# Class HVRPosableHand

## Inheritance

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

## 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: [HurricaneVRFramework.Core.HandPoser](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRPosableHand : MonoBehaviour
```

## Fields

### Axis1

#### Declaration

```
[FormerlySerializedAs("Forward")]
public HVRAxis Axis1
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRAxis</a>	

### Axis2

#### Declaration

```
[FormerlySerializedAs("Up")]
public HVRAxis Axis2
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRAxis</a>	

## HandMirrorer

#### Declaration

```
public HVRHandMirrorer HandMirrorer
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRHandMirrorer</a>	

## Index

#### Declaration

```
public HVRPosableFinger Index
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRPosableFinger</a>	

## 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
HVRAxis	

## TargetAxis2

### Declaration

```
[FormerlySerializedAs("OtherUp")]
public HVRAxis TargetAxis2
```

## Field Value

TYPE	DESCRIPTION
HVRAxis	

## Thumb

### Declaration

```
[Header("Fingers")]
public HVRPosableFinger Thumb
```

## Field Value

TYPE	DESCRIPTION
HVRPosableFinger	

## UseMatchRotation

### Declaration

```
[Header("Hand Mirror Settings for VRK")]
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
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	
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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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
<a href="#">HVRPosableGrabPoint[]</a>	

# 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
<a href="#">HVRPosableFingerData</a>	

### Middle

#### Declaration

```
public HVRPosableFingerData Middle
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRPosableFingerData</a>	

### 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
<a href="#">HVRPosableFingerData[]</a>	

## Methods

### **CopyTo(HVRHandPoseData)**

#### Declaration

```
public void CopyTo(HVRHandPoseData data)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRHandPoseData</a>	data	

### **DeepCopy()**

#### Declaration

```
public HVRHandPoseData DeepCopy()
```

#### Returns

TYPE	DESCRIPTION
<a href="#">HVRHandPoseData</a>	

### **FromByteArray(Byte[], HVRHandSide)**

#### Declaration

```
public static HVRHandPoseData FromByteArray(byte[] bytes, HVRHandSide side)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<code>System.Byte[]</code>	bytes	
<a href="#">HVRHandSide</a>	side	

#### Returns

TYPE	DESCRIPTION
<a href="#">HVRHandPoseData</a>	

### **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
<a href="#">HVRPosableBoneData</a>	

# 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< <a href="#">HVRPosableBoneData</a> >	

## Methods

### DeepCopy()

#### Declaration

```
public HVRPosableFingerData DeepCopy()
```

#### Returns

TYPE	DESCRIPTION
<a href="#">HVRPosableFingerData</a>	

# 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

```
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

```
[RequireComponent(typeof(Camera))]  
public class HVRCamera : MonoBehaviour
```

## Properties

### Camera

#### Declaration

```
public Camera Camera { get; }
```

#### Property Value

TYPE	DESCRIPTION
UnityEngine.Camera	

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVR Camera Rig

## Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVR Camera Rig
```

## 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: [HurricaneVRFramework.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
HVRSitStand	sitStand	

## Start()

### Declaration

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

### Extension Methods

```
HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)
VRUtilities.GetRigidbody(MonoBehaviour)
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# Class HVRCanvasFade

## Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRScreenFade
HVRCanvasFade
```

## Inherited Members

```
HVRScreenFade.Speed
HVRScreenFade.FadeInSpeed
HVRScreenFade.FadeOutSpeed
HVRScreenFade.FadeStart
HVRScreenFade.FadeEnd
HVRScreenFade.FadeLevel
HVRScreenFade.Fade(Single, Single)
HVRScreenFade.FadeRoutine(Single, 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.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.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.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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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

```
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: [HurricaneVRFramework.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

```
HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)
VRUtilities.GetRigidbody(MonoBehaviour)
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# Class HVRGlobalFadeFinder

## Inheritance

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

## 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 HVRGlobalFadeFinder : MonoBehaviour
```

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRHandStrengthHandler

## Inheritance

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

## 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 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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>()
```

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 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

```
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)  
VRUtilities.GetRigidbody(MonoBehaviour)  
VRUtilities.GetCopyOf<T>(Component, T)  
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# Class HVRInvalidTeleport

## Inheritance

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

## 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: [HurricaneVRFramework.Core.Player](#)  
Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRInvalidTeleport : MonoBehaviour
```

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRJointHand

## Inheritance

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

## 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

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

## Fields

### Anchor

#### Declaration

```
[Header("Arm Limit")]  
[Tooltip("Optional 'Shoulder', if populated the hand and it's object will snap back based on the MaxDistanceBehaviour assigned.")]  
public Transform Anchor
```

#### Field Value

TYPE	DESCRIPTION
UnityEngine.Transform	

### ArmLength

#### Declaration

```
[Tooltip("Max allowed length from the Anchor to the hand.")]  
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")]  
[Tooltip("Default hand strength settings.")]  
public HVRJointSettings JointSettings
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRJointSettings</a>	

## MaxDistanceBehaviour

### Declaration

```
[Tooltip("Behaviour when arm length is exceed, or distance from the hand to the controller is exceeded.")]
public MaxDistanceBehaviour MaxDistanceBehaviour
```

### Field Value

TYPE	DESCRIPTION
<a href="#">MaxDistanceBehaviour</a>	

## MaxDistanceReached

### Declaration

```
[Header("Events")]
public UnityEvent MaxDistanceReached
```

### Field Value

TYPE	DESCRIPTION
UnityEngine.Events.UnityEvent	

## MaxTargetDistance

### Declaration

```
[FormerlySerializedAs("MaxDistance")]
[Tooltip("Max distance between the hand and the controller target.")]
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

```
[Tooltip("Speed at which the hand returns to the controller when the max limit is breached, does not work in HandSweep mode.")]  
public float ReturnSpeed
```

## Field Value

TYPE	DESCRIPTION
System.Single	

## SolverIterations

### Declaration

```
[Tooltip("Physx constraint iterations")]  
public int SolverIterations
```

## Field Value

TYPE	DESCRIPTION
System.Int32	

## SolverVelocityIterations

### Declaration

```
[Tooltip("Physx constraint iterations")]  
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()
```

## **GetBehaviour()**

### **Declaration**

```
protected MaxDistanceBehaviour GetBehaviour()
```

### **Returns**

TYPE	DESCRIPTION
MaxDistanceBehaviour	

## **OnEnable()**

### **Declaration**

```
protected virtual void OnEnable()
```

## **OnMaxDistanceReached()**

### **Declaration**

```
protected virtual void OnMaxDistanceReached()
```

## **OnReturned()**

### **Declaration**

```
protected virtual void OnReturned()
```

## **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**

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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, 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(Rigidbody))]  
public class HVRPhysicsHands : MonoBehaviour
```

## Methods

### **Awake()**

#### Declaration

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

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRPlayerController

## Inheritance

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

## 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 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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: [HurricaneVRFramework.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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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>()
```

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
<a href="#">AfterTeleportOptions</a>	

### GrabbableStuck

#### Declaration

```
[Header("Events")]  
public GrabbableStuck GrabbableStuck
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">GrabbableStuck</a>	

### GrabbableUnstuck

#### Declaration

```
public GrabbableStuck GrabbableUnstuck
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">GrabbableStuck</a>	

### 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	

## VerboseDebug

### Declaration

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

## Field Value

TYPE	DESCRIPTION
System.Boolean	

## Methods

### AfterFixedUpdate()

#### Declaration

```
protected virtual IEnumerator AfterFixedUpdate()
```

#### Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

## AfterTeleport()

### Declaration

```
public virtual void AfterTeleport()
```

## Backout(HVRHandGrabber, Bounds, HVRGrabbable, Vector3, out Vector3)

### Declaration

```
protected virtual void Backout(HVRHandGrabber hand, Bounds bounds, HVRGrabbable grabbable, Vector3 direction, out Vector3 offset)
```

### Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	hand	
UnityEngine.Bounds	bounds	
HVRGrabbable	grabbable	
UnityEngine.Vector3	direction	
UnityEngine.Vector3	offset	

## BeforeTeleport(Vector3)

### Declaration

```
public virtual void BeforeTeleport(Vector3 position)
```

### Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	position	

## FixedUpdate()

### Declaration

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

## IgnoreCollider(Collider, HVRHandGrabber, HVRGrabbable)

### Declaration

```
protected virtual bool IgnoreCollider(Collider c, HVRHandGrabber hand, HVRGrabbable grabbable)
```

### Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Collider	c	
HVRHandGrabber	hand	
HVRGrabbable	grabbable	

### Returns

TYPE	DESCRIPTION
System.Boolean	

## PostTeleportSweep(HVRHandGrabber, HVRGrabbable, Vector3)

### Declaration

```
protected virtual void PostTeleportSweep(HVRHandGrabber hand, HVRGrabbable g, Vector3 direction)
```

### Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	hand	
HVRGrabbable	g	
UnityEngine.Vector3	direction	

## Start()

### Declaration

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

## SweepHand(HVRHandGrabber)

### Declaration

```
public virtual void SweepHand(HVRHandGrabber hand)
```

### Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	hand	

## SweepHand(HVRHandGrabber, HVRGrabbable)

### Declaration

```
public virtual void SweepHand(HVRHandGrabber hand, HVRGrabbable g)
```

### Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	hand	
HVRGrabbable	g	

## SweepHand(HVRHandGrabber, HVRGrabbable, Vector3)

### Declaration

```
public virtual void SweepHand(HVRHandGrabber hand, HVRGrabbable g, Vector3 start)
```

### Parameters

TYPE	NAME	DESCRIPTION
HVRHandGrabber	hand	
HVRGrabbable	g	
UnityEngine.Vector3	start	

## TeleportUpdate(Vector3)

### Declaration

```
public virtual void TeleportUpdate(Vector3 position)
```

### Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	position	

### Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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

```
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 HVRTeleporter : MonoBehaviour
```

## Fields

### **\_dummyInvalid**

#### Declaration

```
protected HVRInvalidTeleport _dummyInvalid
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRInvalidTeleport</a>	

### **\_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 HVRTTeleportCurve CurveType
```

## Field Value

TYPE	DESCRIPTION
HVRTTeleportCurve	

## 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	

## DoesPlayerFit

### Declaration

```
public bool DoesPlayerFit
```

### 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
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	

## **CheckCanTeleport()**

### Declaration

protected virtual bool CheckCanTeleport()
---

### Returns

TYPE	DESCRIPTION
System.Boolean	

## **CheckCapsuleFits(Vector3)**

Determines if the player is allowed to land at the provided destination using a capsule overlap check.

### Declaration

protected virtual bool CheckCapsuleFits(Vector3 destination)
--

### Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	destination	

### Returns

TYPE	DESCRIPTION
System.Boolean	

## **CheckDestinationAllowed(GameObject, Vector3)**

Determines if the player is allowed to land at the provided destination

### Declaration

protected virtual bool CheckDestinationAllowed(GameObject hitObject, Vector3 destination)
---

### Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.GameObject	hitObject	The gameobject that the final ray cast hit.
UnityEngine.Vector3	destination	

### Returns

TYPE	DESCRIPTION
System.Boolean	

## **CheckDestinationLineOfSight(Vector3)**

Determine if the destination is in line of sight, by default the Camera is the origin of the ray cast.

### Declaration

```
protected virtual bool CheckDestinationLineOfSight(Vector3 destination)
```

#### Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	destination	

#### Returns

TYPE	DESCRIPTION
System.Boolean	

### CheckFallDistance(Vector3)

Determine if the player is allowed to teleport to a destination lower than the current position.

#### Declaration

```
protected virtual bool CheckFallDistance(Vector3 destination)
```

#### Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	destination	

#### Returns

TYPE	DESCRIPTION
System.Boolean	

### CheckOriginLineOfSight()

Determine if the origin of the teleport is in line of sight of the player's hmd.

#### Declaration

```
protected virtual bool CheckOriginLineOfSight()
```

#### Returns

TYPE	DESCRIPTION
System.Boolean	

### CheckPlayerFits(Vector3)

Determines if the player is allowed to land at the provided destination

#### 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)

Determine if the surface angle is too steep using the raycast hit normal.

#### 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)

Determine if the player is allowed to teleport to a destination.

#### Declaration

```
protected virtual bool CheckValidDestination(GameObject hitObject, Vector3 destination, Vector3 surfaceNormal)
```

#### Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.GameObject	hitObject	The object hit by the raycast
UnityEngine.Vector3	destination	The position of the final ray cast hit

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	surfaceNormal	The normal of the ray cast hit, useful for ground angle validation

#### Returns

TYPE	DESCRIPTION
System.Boolean	

### CheckValidTeleportChanged(Boolean)

#### Declaration

```
protected virtual void CheckValidTeleportChanged(bool previousValid)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	previousValid	

### CheckVerticalDistance(Vector3)

Determine if the player is allowed to reach a destination above the player's current position.

#### 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 Single, out Single, out Single)**

Gathers the height, radius, and collider width offset that will be used for the overlap fits check

### Declaration

```
protected virtual void GetCapsuleData(out float height, out float radius, out float offset)
```

### Parameters

TYPE	NAME	DESCRIPTION

TYPE	NAME	DESCRIPTION
System.Single	height	Height of the capsule
System.Single	radius	Radius of the capsule
System.Single	offset	Y offset (buffer) above the destination point to start the overlap check

## 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	

TYPE	NAME	DESCRIPTION
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	
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

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	
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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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.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**

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRTeleportOptions

## Inheritance

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

## 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 HVRTeleportOptions : MonoBehaviour
```

## Fields

### AfterTeleportOption

#### Declaration

```
public AfterTeleportOptions AfterTeleportOption
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">AfterTeleportOptions</a>	

### BeforeTeleportOption

#### Declaration

```
public BeforeTeleportOptions BeforeTeleportOption
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">BeforeTeleportOptions</a>	

### CustomBoundingBox

#### Declaration

```
public BoxCollider CustomBoundingBox
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">UnityEngine.BoxCollider</a>	

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.ScriptableObjects](#)

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.ScriptableObjects](#)

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
<a href="#">HVRAngularJointDrive</a>	

### AngularXLimitSpring

#### Declaration

```
public HVRSoftJointLimitSpring AngularXLimitSpring
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRSoftJointLimitSpring</a>	

### AngularXMotion

#### Declaration

```
[Header("Angular Limits")]
public ConfigurableJointMotion AngularXMotion
```

#### Field Value

TYPE	DESCRIPTION
UnityEngine.ConfigurableJointMotion	

### AngularYLimit

#### Declaration

```
public HVRSoftJointLimit AngularYLimit
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRSoftJointLimit</a>	

### 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.ScriptableObjects](#)

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](#)

Base class for Socket Filters that will determine if a HVRSocketable is allowed.

[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
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)
```

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.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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

`CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)`  
`CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)`  
`CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)`  
`CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)`

# 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
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.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.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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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 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
<a href="#">HVRSocketable</a>	socketable	

#### Returns

TYPE	DESCRIPTION
System.Boolean	

#### Overrides

[HVRSocketFilter.IsValid\(HVRSocketable\)](#)

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

`CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)`

`CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)`

`CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)`

# 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< <a href="#">HVRGrabbable</a> >	

## Methods

### [IsValid\(HVRSocketable\)](#)

#### Declaration

```
public override bool IsValid(HVRSocketable socketable)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRSocketable</a>	socketable	

#### Returns

TYPE	DESCRIPTION
System.Boolean	

#### Overrides

[HVRSocketFilter.IsValid\(HVRSocketable\)](#)

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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 HVRGrabbableSocketFilter : HVRSocketFilter
```

## Fields

### ValidGrabables

#### Declaration

```
public List<HVRGrabbable> ValidGrabables
```

#### Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< <a href="#">HVRGrabbable</a> >	

## Methods

### IsValid(HVRSocketable)

#### Declaration

```
public override bool IsValid(HVRSocketable socketable)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRSocketable</a>	socketable	

#### Returns

TYPE	DESCRIPTION
System.Boolean	

#### Overrides

[HVRSocketFilter.IsValid\(HVRSocketable\)](#)

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRSocketable

## Inheritance

System.Object  
UnityEngine.Object  
UnityEngine.Component  
UnityEngine.Behaviour  
UnityEngine.MonoBehaviour  
HVRSocketable  
[HVREnumFlagsSocketable<TEnum>](#)  
[HVREnumSocketable<TEnum>](#)  
[HVRStringSocketable](#)  
[HVRTagSocketable](#)

## 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.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 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	

### LinkedGrabbables

#### Declaration

```
[Tooltip("If populated this object cannot be socketed if any of these objects are held.")]  
public HVRGrabbable[] LinkedGrabbables
```

#### 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

`HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)`  
`HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)`  
`VRUtilities.GetRigidbody(MonoBehaviour)`  
`VRUtilities.GetCopyOf<T>(Component, T)`  
`CronoutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)`  
`CronoutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)`  
`CronoutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)`  
`CronoutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)`  
`CronoutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)`

# 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
<a href="#">HVRSocketableTags</a>	

## 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.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>()
```

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< <a href="#">HVRSocket</a> >	

## 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
<a href="#">HVRGrabbable</a>	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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRSocketFilter

Base class for Socket Filters that will determine if a HVRSocketable is allowed.

## Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRSocketFilter
HVREnumFlagsSocketFilter<TEnum>
HVREnumSocketFilter<TEnum>
HVRGrabbableSocketExcluder
HVRGrabbableSocketFilter
HVRStringSocketFilter
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.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 abstract class HVRSocketFilter : MonoBehaviour
```

## Methods

### **IsValid(HVRSocketable)**

Return true if the HVRSocketable is allowed in the socket this filter is attached to.

#### Declaration

```
public abstract bool IsValid(HVRSocketable socketable)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRSocketable</a>	socketable	

#### Returns

TYPE	DESCRIPTION
<a href="#">System.Boolean</a>	

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.GetComponentInChildren(System.Type)  
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)  
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)  
UnityEngineComponent.GetComponentInChildren<T>()  
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)  
UnityEngineComponent.GetComponentInParent(System.Type)  
UnityEngineComponent.GetComponentInParent<T>()  
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)  
UnityEngineComponent.GetComponentInParent(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 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
<a href="#">HVRSocket</a>	socket	
<a href="#">HVRGrabbable</a>	grabbable	
System.Boolean	isValid	

### OnHoverExit(HVRSocket, HVRGrabbable, Boolean)

#### Declaration

```
public abstract void OnHoverExit(HVRSocket socket, HVRGrabbable grabbable, bool isValid)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRSocket</a>	socket	
<a href="#">HVRGrabbable</a>	grabbable	
System.Boolean	isValid	

## Start()

## Declaration

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

## Update()

### Declaration

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

## Extension Methods

```
HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)  
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)  
VRUtilities.GetRigidbody(MonoBehaviour)  
VRUtilities.GetCopyOf<T>(Component, T)  
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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.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.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentInChildren<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.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 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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
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.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.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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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
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.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.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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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 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

```
HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)
VRUtilities.GetRigidbody(MonoBehaviour)
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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
<a href="#">HVRStabEvents</a>	

### Ignorecolliders

#### Declaration

```
[Tooltip("Collision of these colliders are ignored with the stabber.")]  
public List<Collider> Ignorecolliders
```

#### Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<UnityEngine.Collider>	

### Settings

#### Declaration

```
public HVRStabbableSettings Settings
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRStabbableSettings</a>	

### Stabbed

#### Declaration

```
public HVRStabEvent Stabbed
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRStabEvent</a>	

### Stabbers

## Declaration

```
public List<HVRStabber> Stabbers
```

## Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List< <a href="#">HVRStabber</a> >	

## UnStabbed

### Declaration

```
public HVRStabEvents UnStabbed
```

## Field Value

TYPE	DESCRIPTION
<a href="#">HVRStabEvents</a>	

## 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

### Awake()

#### Declaration

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

### 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	

## RefreshColliders()

Refreshes ignore colliders, if rigidbody present it will get those colliders, if not it will get all children colliders

### Declaration

```
public virtual void RefreshColliders()
```

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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	

### CollidersTolgnore

#### Declaration

```
[Header("Collision")]  
[Tooltip("Colliders to disable collision with the stabbed object")]  
public Collider[] CollidersTolgnore
```

#### 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< <a href="#">HVRStabbable</a> >	

## 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

```
HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)
VRUtilities.GetRigidbody(MonoBehaviour)
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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.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.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)

Namespace: [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, List<Collider>)**

## Declaration

```
public HVRStabTracker(HVRStabber stabber, HVRStabbable stabbable, HVRStabbableSettings settings, ConfigurableJoint joint,  
GameObject stabbedObject, Vector3 stabDirection, Transform tip, List<Collider> stabbedColliders)
```

## Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRStabber</a>	stabber	
<a href="#">HVRStabbable</a>	stabbable	
<a href="#">HVRStabbableSettings</a>	settings	
UnityEngine.ConfigurableJoint	joint	
UnityEngine.GameObject	stabbedObject	
UnityEngine.Vector3	stabDirection	
UnityEngine.Transform	tip	
System.Collections.Generic.List<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 List<Collider> StabbedColliders { get; }
```

## Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<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
<a href="#">HVRStabber</a>	stabber	
<a href="#">HVRStabbable</a>	stabbable	
<a href="#">UnityEngine.Collision</a>	collision	
<a href="#">UnityEngine.Vector3</a>	point	
<a href="#">UnityEngine.Vector3</a>	normal	

## Fields

### Collision

#### Declaration

```
public Collision Collision
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">UnityEngine.Collision</a>	

### 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.CopyFromTo(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.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 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	

## PushButton

### Declaration

```
[Tooltip("Button used to toggle presses.")]
public HVRButtons PushButton
```

## Field Value

TYPE	DESCRIPTION
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< <a href="#">HVRUIPointer</a> >	

#### 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
<a href="#">HVRUIPointer</a>	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**

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRUIPointer

## Inheritance

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

## 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: [HurricaneVRFramework.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
<a href="#">HVRHandSide</a>	

### InputModule

#### Declaration

```
public HVRIInputModule InputModule
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRIInputModule</a>	

## Properties

### Camera

#### Declaration

```
public Camera Camera { get; }
```

#### Property Value

TYPE	DESCRIPTION
UnityEngine.Camera	

## Controller

### Declaration

```
public HVRController Controller { get; }
```

### Property Value

TYPE	DESCRIPTION
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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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](#)

[PhysicsExtensions](#)

[SFXPlayer](#)

[SFXPlayer.PlayEvent](#)

[VRUtilities](#)

## 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

```
HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)
VRUtilities.GetRigidbody(MonoBehaviour)
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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	
UnityEngine.Quaternion	targetLocalRotation	

TYPE	NAME	DESCRIPTION
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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

```
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)  
VRUtilities.GetRigidbody(MonoBehaviour)  
VRUtilities.GetCopyOf<T>(Component, T)  
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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.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.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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.
<a href="#">DrawIfAttribute.DisablingType</a>	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	
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	
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	
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	
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	
UnityEngine.Vector3	target	
UnityEngine.Vector3	target_velocity	
System.Single	max_height_offset	

TYPE	NAME	DESCRIPTION
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	

TYPE	NAME	DESCRIPTION
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

```
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 HVRComments : MonoBehaviour
```

## Fields

### text

#### Declaration

```
[Multiline]  
public string text
```

#### Field Value

TYPE	DESCRIPTION
System.String	

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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>()
```

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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

`CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)`  
`CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)`  
`CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)`  
`CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)`  
`CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)`

# 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	
System.Single	bounciness	

TYPE	NAME	DESCRIPTION
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	
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	
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.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>()
```

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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.IsMine
HVRGrabberBase.PerformUpdate
HVRGrabberBase.PullingGrabbable
HVRGrabberBase.OnEnable()
HVRGrabberBase.OnDisable()
HVRGrabberBase.OnDestroy()
HVRGrabberBase.Awake()
HVRGrabberBase.Update()
HVRGrabberBase.FixedUpdate()
```

HVRGrabberBase.CheckRelease()  
HVRGrabberBase.ForceRelease()  
HVRGrabberBase.CheckSwapReleaseRequired(HVRGrabbable)  
HVRGrabberBase.CheckSwapRelease(HVRGrabbable)  
HVRGrabberBase.SwapRelease(HVRGrabbable)  
HVRGrabberBase.ReleaseGrabbable(HVRGrabberBase, HVRGrabbable, Boolean, Boolean)  
HVRGrabberBase.IsValidGrabbable(HVRGrabbable)  
HVRGrabberBase.GetClosestGrabbable()  
HVRGrabberBase.GetClosestGrabbable(Predicate<HVRGrabbable>)  
HVRGrabberBase.CheckGrab()  
HVRGrabberBase.TryGrab(HVRGrabbable, Boolean)  
HVRGrabberBase.TryGrabNoEvents(HVRGrabbable, Boolean)  
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)

```
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 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.InstantHandPose
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.DisableCollision
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.IsMine  
HVRGrabberBase.PerformUpdate  
HVRGrabberBase.PullingGrabbable  
HVRGrabberBase.OnEnable()  
HVRGrabberBase.OnDisable()  
HVRGrabberBase.OnDestroy()  
HVRGrabberBase.Awake()  
HVRGrabberBase.FixedUpdate()  
HVRGrabberBase.CheckRelease()  
HVRGrabberBase.ForceRelease()  
HVRGrabberBase.CheckSwapReleaseRequired(HVRGrabbable)  
HVRGrabberBase.CheckSwapRelease(HVRGrabbable)  
HVRGrabberBase.SwapRelease(HVRGrabbable)  
HVRGrabberBase.ReleaseGrabbable(HVRGrabberBase, HVRGrabbable, Boolean, Boolean)  
HVRGrabberBase.IsValidGrabbable(HVRGrabbable)  
HVRGrabberBase.GetClosestGrabbable()  
HVRGrabberBase.GetClosestGrabbable(Predicate<HVRGrabbable>)  
HVRGrabberBase.TryGrab(HVRGrabbable, Boolean)  
HVRGrabberBase.TryGrabNoEvents(HVRGrabbable, Boolean)  
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(SystemString, SystemSingle)  
UnityEngineMonoBehaviour.InvokeRepeating(SystemString, SystemSingle, SystemSingle)  
UnityEngineMonoBehaviour.CancelInvoke(SystemString)  
UnityEngineMonoBehaviour.IsInvoking(SystemString)  
UnityEngineMonoBehaviour.StartCoroutine(SystemString)  
UnityEngineMonoBehaviour.StartCoroutine(SystemObject)  
UnityEngineMonoBehaviour.StartCoroutine(SystemCollectionsIEnumerator)  
UnityEngineMonoBehaviour.StartCoroutine\_Auto(SystemCollectionsIEnumerator)  
UnityEngineMonoBehaviour.StopCoroutine(SystemCollectionsIEnumerator)  
UnityEngineMonoBehaviour.StopCoroutine(UnityEngineCoroutine)  
UnityEngineMonoBehaviour.StopCoroutine(SystemString)  
UnityEngineMonoBehaviour.StopAllCoroutines()  
UnityEngineMonoBehaviour.print(SystemObject)  
UnityEngineMonoBehaviour.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.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.GetComponentInParent<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.GetComponent<T>(System.Collections.Generic.List<T>)  
UnityEngine.Component.GetComponent<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.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

HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)  
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)  
VRUtilities.GetRigidbody(MonoBehaviour)  
VRUtilities.GetCopyOf<T>(Component, T)  
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)

# 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.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>()
```

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

```
[Drawlf("SlowImmediately", false, DrawlfAttribute.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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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(GameObject, Boolean)

### Declaration

```
public static List<Collider> GetColliders(this GameObject go, bool includedTriggers = false)
```

### Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.GameObject	go	
System.Boolean	includedTriggers	

### Returns

TYPE	DESCRIPTION
System.Collections.Generic.List<UnityEngine.Collider>	

## 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
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	

### GetRelativeValues(Component, Component, out Vector3, out Quaternion)

return the position and rotation of target relative to relativeTo

#### Declaration

```
public static void GetRelativeValues(this Component relativeTo, Component target, out Vector3 pos, out Quaternion rot)
```

#### Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Component	relativeTo	
UnityEngine.Component	target	
UnityEngine.Vector3	pos	
UnityEngine.Quaternion	rot	

### GetRelativeValues(Component, Transform, out Vector3, out Quaternion)

return the position and rotation of target relative to relativeTo

#### Declaration

```
public static void GetRelativeValues(this Component relativeTo, Transform target, out Vector3 pos, out Quaternion rot)
```

#### Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Component	relativeTo	
UnityEngine.Transform	target	
UnityEngine.Vector3	pos	
UnityEngine.Quaternion	rot	

### GetRelativeValues(Transform, Transform, out Vector3, out Quaternion)

return the position and rotation of target relative to relativeTo

#### Declaration

```
public static void GetRelativeValues(this Transform relativeTo, Transform target, out Vector3 pos, out Quaternion rot)
```

#### Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Transform	relativeTo	
UnityEngine.Transform	target	
UnityEngine.Vector3	pos	
UnityEngine.Quaternion	rot	

### GetVector(HVRAxis)

#### Declaration

```
public static Vector3 GetVector(this HVRAxis axis)
```

#### Parameters

TYPE	NAME	DESCRIPTION
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	

TYPE	NAME	DESCRIPTION
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	
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 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 SFXPlayer

## Inheritance

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

## 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 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.Shared

## Classes

[HapticData](#)

[HVRController](#)

[HVRFingerSettings](#)

[HVRGrabHaptics](#)

[HVRInputSettings](#)

[HVRRootFinder](#)

[InspectorButtonAttribute](#)

This attribute can only be applied to fields because its associated PropertyDrawer only operates on fields (either public or tagged with the [SerializeField] attribute) in the target MonoBehaviour.

## Structs

[HVRButtonState](#)

[HVRTouchWeight](#)

## Enums

[HVRAxis](#)

[HVRButtons](#)

[HVRControllerType](#)

[HVRGrabControls](#)

[HVRGrabDetection](#)

[HVRGrabTracking](#)

[HVRGrabTrigger](#)

[HVRHandSide](#)

[HVRHoldType](#)

[HVRLayers](#)

[HVRSortMode](#)

[HVRXRInputFeatures](#)

[InputAxes](#)

[InputSDK](#)

[PoseType](#)

# Class HapticData

## Inheritance

System.Object

HapticData

## 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.Shared](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
[Serializable]  
public class HapticData
```

## Constructors

### HapticData()

#### Declaration

```
public HapticData()
```

### HapticData(Single, Single, Single)

#### Declaration

```
public HapticData(float duration, float amplitude, float frequency)
```

#### Parameters

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

## Fields

### Amplitude

#### Declaration

```
public float Amplitude
```

#### Field Value

TYPE	DESCRIPTION
System.Single	

## Duration

### Declaration

```
public float Duration
```

### Field Value

TYPE	DESCRIPTION
System.Single	

## Frequency

### Declaration

```
public float Frequency
```

### Field Value

TYPE	DESCRIPTION
System.Single	

## Properties

### Valid

### Declaration

```
public bool Valid { get; }
```

### Property Value

TYPE	DESCRIPTION
System.Boolean	

# Enum HVRAxis

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

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public enum HVRAxis
```

## Fields

NAME	DESCRIPTION
NegX	
NegY	
NegZ	
X	
Y	
Z	

## Extension Methods

[HVRUtilities.GetVector\(\)](#)

# Enum HVRButtons

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

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public enum HVRButtons
```

## Fields

NAME	DESCRIPTION
Grip	
JoystickButton	
JoystickTouch	
Menu	
Primary	
PrimaryTouch	
Secondary	
SecondaryTouch	
ThumbNearTouch	
ThumbTouch	
TrackPadButton	
TrackPadDown	
TrackPadLeft	
TrackPadRight	
TrackPadTouch	
TrackPadUp	
Trigger	
TriggerNearTouch	
TriggerTouch	

# Struct HVRButtonState

## 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.Shared](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
[Serializable]
public struct HVRButtonState
```

## Fields

### Active

#### Declaration

```
public bool Active
```

#### Field Value

TYPE	DESCRIPTION
System.Boolean	

### JustActivated

#### Declaration

```
public bool JustActivated
```

#### Field Value

TYPE	DESCRIPTION
System.Boolean	

### JustDeactivated

#### Declaration

```
public bool JustDeactivated
```

#### Field Value

TYPE	DESCRIPTION
System.Boolean	

## Value

#### Declaration

```
public float Value
```

**Field Value**

<b>TYPE</b>	<b>DESCRIPTION</b>
System.Single	

# Class HVRController

## Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRController
HVRXRInputController
```

## 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.Shared](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public abstract class HVRController : MonoBehaviour
```

## Fields

### AngularVelocity

#### Declaration

```
public Vector3 AngularVelocity
```

#### Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

### AngularVelocityMagnitude

#### Declaration

```
public float AngularVelocityMagnitude
```

#### Field Value

TYPE	DESCRIPTION
System.Single	

### FingerCurls

#### Declaration

```
public float[] FingerCurls
```

#### Field Value

TYPE	DESCRIPTION
System.Single[]	

### Grip

#### Declaration

```
public float Grip
```

#### Field Value

TYPE	DESCRIPTION
System.Single	

### GripButton

Supplied by SteamVR, OpenXR, or OVR input bindings

#### Declaration

```
public bool GripButton
```

#### Field Value

TYPE	DESCRIPTION
System.Boolean	

### GripButtonState

#### Declaration

```
public HVRButtonState GripButtonState
```

#### Field Value

TYPE	DESCRIPTION
HVRButtonState	

### GripForce

#### Declaration

```
public float GripForce
```

#### Field Value

TYPE	DESCRIPTION
System.Single	

### IndexCurl

#### Declaration

```
public float IndexCurl
```

#### Field Value

TYPE	DESCRIPTION
System.Single	

### JoystickAxis

#### Declaration

```
public Vector2 JoystickAxis
```

#### Field Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

### JoystickButtonState

## Declaration

```
public HVRButtonState JoystickButtonState
```

## Field Value

TYPE	DESCRIPTION
HVRButtonState	

## JoystickClicked

### Declaration

```
public bool JoystickClicked
```

## Field Value

TYPE	DESCRIPTION
System.Boolean	

## JoystickTouch

### Declaration

```
public bool JoystickTouch
```

## Field Value

TYPE	DESCRIPTION
System.Boolean	

## JoystickTouchState

### Declaration

```
public HVRButtonState JoystickTouchState
```

## Field Value

TYPE	DESCRIPTION
HVRButtonState	

## LeftFingerCurls

### Declaration

```
public static float[] LeftFingerCurls
```

## Field Value

TYPE	DESCRIPTION
System.Single[]	

## MenuButton

### Declaration

```
public bool MenuButton
```

#### Field Value

TYPE	DESCRIPTION
System.Boolean	

### MenuButtonState

#### Declaration

```
public HVRButtonState MenuButtonState
```

#### Field Value

TYPE	DESCRIPTION
HVRButtonState	

### MiddleCurl

#### Declaration

```
public float MiddleCurl
```

#### Field Value

TYPE	DESCRIPTION
System.Single	

### PinkyCurl

#### Declaration

```
public float PinkyCurl
```

#### Field Value

TYPE	DESCRIPTION
System.Single	

### PrimaryButton

#### Declaration

```
public bool PrimaryButton
```

#### Field Value

TYPE	DESCRIPTION
System.Boolean	

### PrimaryButtonState

#### Declaration

```
public HVRButtonState PrimaryButtonState
```

## Field Value

TYPE	DESCRIPTION
HVRButtonState	

## PrimaryTouch

### Declaration

```
public bool PrimaryTouch
```

## Field Value

TYPE	DESCRIPTION
System.Boolean	

## PrimaryTouchButtonState

### Declaration

```
public HVRButtonState PrimaryTouchButtonState
```

## Field Value

TYPE	DESCRIPTION
HVRButtonState	

## RecentVelocities

### Declaration

```
public readonly CircularBuffer<float> RecentVelocities
```

## Field Value

TYPE	DESCRIPTION
CircularBuffer<System.Single>	

## RightFingerCurls

### Declaration

```
public static float[] RightFingerCurls
```

## Field Value

TYPE	DESCRIPTION
System.Single[]	

## RingCurl

### Declaration

```
public float RingCurl
```

## Field Value

TYPE	DESCRIPTION
System.Single	

## SecondaryButton

### Declaration

```
public bool SecondaryButton
```

### Field Value

TYPE	DESCRIPTION
System.Boolean	

## SecondaryButtonState

### Declaration

```
public HVRButtonState SecondaryButtonState
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## SecondaryTouch

### Declaration

```
public bool SecondaryTouch
```

### Field Value

TYPE	DESCRIPTION
System.Boolean	

## SecondaryTouchButtonState

### Declaration

```
public HVRButtonState SecondaryTouchButtonState
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## ThumbCurl

### Declaration

```
public float ThumbCurl
```

### Field Value

TYPE	DESCRIPTION
System.Single	

## ThumbNearTouch

### Declaration

```
public bool ThumbNearTouch
```

### Field Value

TYPE	DESCRIPTION
System.Boolean	

## ThumbNearTouchState

### Declaration

```
public HVRButtonState ThumbNearTouchState
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## ThumbTouch

### Declaration

```
public bool ThumbTouch
```

### Field Value

TYPE	DESCRIPTION
System.Boolean	

## ThumbTouchState

### Declaration

```
public HVRButtonState ThumbTouchState
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## TrackpadAxis

### Declaration

```
public Vector2 TrackpadAxis
```

### Field Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

## TrackpadButtonState

### Declaration

```
public HVRButtonState TrackpadButtonState
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## TrackPadClicked

### Declaration

```
public bool TrackPadClicked
```

### Field Value

TYPE	DESCRIPTION
System.Boolean	

## TrackPadDown

### Declaration

```
public HVRButtonState TrackPadDown
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## TrackPadLeft

### Declaration

```
public HVRButtonState TrackPadLeft
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## TrackPadRight

### Declaration

```
public HVRButtonState TrackPadRight
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## TrackPadTouch

### Declaration

```
public bool TrackPadTouch
```

### Field Value

TYPE	DESCRIPTION
System.Boolean	

## TrackPadTouchState

### Declaration

```
public HVRButtonState TrackPadTouchState
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## TrackPadUp

### Declaration

```
public HVRButtonState TrackPadUp
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## Trigger

### Declaration

```
public float Trigger
```

### Field Value

TYPE	DESCRIPTION
System.Single	

## TriggerButton

Supplied by SteamVR, OpenXR, or OVR input bindings

### Declaration

```
public bool TriggerButton
```

### Field Value

TYPE	DESCRIPTION
System.Boolean	

## TriggerButtonState

### Declaration

```
public HVRButtonState TriggerButtonState
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## TriggerNearTouch

### Declaration

```
public bool TriggerNearTouch
```

### Field Value

TYPE	DESCRIPTION
System.Boolean	

## TriggerNearTouchState

### Declaration

```
public HVRButtonState TriggerNearTouchState
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## TriggerTouch

### Declaration

```
public bool TriggerTouch
```

### Field Value

TYPE	DESCRIPTION
System.Boolean	

## TriggerTouchState

### Declaration

```
public HVRButtonState TriggerTouchState
```

### Field Value

TYPE	DESCRIPTION
HVRButtonState	

## Velocity

### Declaration

```
public Vector3 Velocity
```

### Field Value

TYPE	DESCRIPTION
UnityEngine.Vector3	

## VelocityMagnitude

### Declaration

```
public float VelocityMagnitude
```

### Field Value

TYPE	DESCRIPTION
System.Single	

## XRNode

### Declaration

```
public XRNode XRNode
```

### Field Value

TYPE	DESCRIPTION
UnityEngine.XR.XRNode	

## Properties

### ControllerType

#### Declaration

```
public HVRControllerType ControllerType { get; set; }
```

### Property Value

TYPE	DESCRIPTION
HVRControllerType	

## Device

### Declaration

```
public InputDevice Device { get; }
```

### Property Value

TYPE	DESCRIPTION
UnityEngine.XR.InputDevice	

## FingerSettings

### Declaration

```
public HVRFingerSettings FingerSettings { get; set; }
```

### Property Value

TYPE	DESCRIPTION
HVRFingerSettings	

## InputMap

### Declaration

```
public HVRIInputSettings InputMap { get; set; }
```

### Property Value

TYPE	DESCRIPTION
HVRIInputSettings	

## IsActive

### Declaration

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

### Property Value

TYPE	DESCRIPTION
System.Boolean	

## Knuckles

### Declaration

```
public bool Knuckles { get; }
```

### Property Value

TYPE	DESCRIPTION
System.Boolean	

## Side

### Declaration

```
public HVRHandSide Side { get; set; }
```

### Property Value

TYPE	DESCRIPTION
HVRHandSide	

## ThumbstickDeadZone

### Declaration

```
public Vector2 ThumbstickDeadZone { get; set; }
```

### Property Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

## Vive

### Declaration

```
public bool Vive { get; }
```

### Property Value

TYPE	DESCRIPTION
System.Boolean	

## WMR

### Declaration

```
public bool WMR { get; }
```

### Property Value

TYPE	DESCRIPTION
System.Boolean	

## Methods

### AfterInputUpdate()

#### Declaration

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

### Awake()

#### Declaration

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

### CheckButtonState(HVRButtons, ref HVRButtonState)

#### Declaration

```
protected virtual void CheckButtonState(HVRButtons button, ref HVRButtonState buttonState)
```

### Parameters

TYPE	NAME	DESCRIPTION
HVRButtons	button	
HVRButtonState	buttonState	

## GetAverageVelocity(Single)

### Declaration

```
public float GetAverageVelocity(float seconds)
```

### Parameters

TYPE	NAME	DESCRIPTION
System.Single	seconds	

### Returns

TYPE	DESCRIPTION
System.Single	

## GetButtonState(HVRHandSide, HVRButtons)

### Declaration

```
public static HVRButtonState GetButtonState(HVRHandSide side, HVRButtons button)
```

### Parameters

TYPE	NAME	DESCRIPTION
HVRHandSide	side	
HVRButtons	button	

### Returns

TYPE	DESCRIPTION
HVRButtonState	

## GetIsGripPressed()

### Declaration

```
protected virtual bool GetIsGripPressed()
```

### Returns

TYPE	DESCRIPTION
System.Boolean	

## GetIsTriggerPressed()

### Declaration

```
protected virtual bool GetIsTriggerPressed()
```

#### Returns

TYPE	DESCRIPTION
System.Boolean	

### ResetButton(ref HVRButtonState)

#### Declaration

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

#### Parameters

TYPE	NAME	DESCRIPTION
HVRButtonState	buttonState	

### ResetTrackedVelocities()

#### Declaration

```
protected void ResetTrackedVelocities()
```

### SetButtonState(HVRButtons, ref HVRButtonState, Boolean)

#### Declaration

```
protected void SetButtonState(HVRButtons button, ref HVRButtonState buttonState, bool pressed)
```

#### Parameters

TYPE	NAME	DESCRIPTION
HVRButtons	button	
HVRButtonState	buttonState	
System.Boolean	pressed	

### SetButtonState(HVRHandSide, HVRButtons, HVRButtonState)

#### Declaration

```
public static void SetButtonState(HVRHandSide side, HVRButtons button, HVRButtonState state)
```

#### Parameters

TYPE	NAME	DESCRIPTION
HVRHandSide	side	
HVRButtons	button	
HVRButtonState	state	

### Start()

## Declaration

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

## UpdateFingerCurls()

### Declaration

```
protected virtual void UpdateFingerCurls()
```

## UpdateInput()

### Declaration

```
protected abstract void UpdateInput()
```

## Vibrate(HapticData)

### Declaration

```
public virtual void Vibrate(HapticData haptics)
```

### Parameters

TYPE	NAME	DESCRIPTION
HapticData	haptics	

## Vibrate(Single, Single, Single)

Sends a haptic impulse to the controller.

### Declaration

```
public virtual void Vibrate(float amplitude, float duration = 1F, float frequency = 1F)
```

### Parameters

TYPE	NAME	DESCRIPTION
System.Single	amplitude	The normalized (0.0 to 1.0) amplitude value of the haptic impulse to play on the device.
System.Single	duration	The duration in seconds that the haptic impulse will play. Only supported on Oculus.
System.Single	frequency	

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Enum HVRControllerType

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

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public enum HVRControllerType
```

## Fields

NAME	DESCRIPTION
Cosmos	
Knuckles	
None	
Oculus	
ReverbG2	
Vive	
WMR	

# Class HVRFingerSettings

## Inheritance

System.Object  
UnityEngine.Object  
UnityEngine.ScriptableObject  
HVRFingerSettings

## 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.Shared](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
[CreateAssetMenu(menuName = "HurricaneVR/Finger Settings", fileName = "FingerSettings")]
public class HVRFingerSettings : ScriptableObject
```

## Fields

### GripWeight

#### Declaration

```
public HVRTouchWeight GripWeight
```

#### Field Value

TYPE	DESCRIPTION
HVRTouchWeight	

### JoystickTouchWeight

#### Declaration

```
[Header("Per Button Per Finger Weights")]
public HVRTouchWeight JoystickTouchWeight
```

#### Field Value

TYPE	DESCRIPTION
HVRTouchWeight	

### KnucklesOverrideGripFingers

#### Declaration

```
[Tooltip("Since OpenXR doesn't support finger tracking yet, you might want to set this to true until they implement it")]
public bool KnucklesOverrideGripFingers
```

#### Field Value

TYPE	DESCRIPTION
System.Boolean	

### KnucklesOverrideIndex

#### Declaration

```
[Tooltip("Knuckles Default trigger touch pulls to .83, trigger completes the finger curl to .83 to 1. Enable to override with the below touch weights")]
public bool KnucklesOverrideIndex
```

#### Field Value

TYPE	DESCRIPTION
System.Boolean	

### KnucklesOverrideThumb

#### Declaration

```
[Header("Knuckles Overrides")]
[Tooltip("Knuckles default thumb behaviour is mostly bent thumb on all capacitive buttons, and even joystick movement. Enable to override with the below touch weights.")]
public bool KnucklesOverrideThumb
```

## Field Value

TYPE	DESCRIPTION
System.Boolean	

## OverrideIndex

### Declaration

```
public bool OverrideIndex
```

## Field Value

TYPE	DESCRIPTION
System.Boolean	

## OverrideThumb

### Declaration

```
[Header("Non Knuckles SteamVR Finger Curl Overrides. Enable to use below weights when using SteamVR.")]  
public bool OverrideThumb
```

## Field Value

TYPE	DESCRIPTION
System.Boolean	

## OverrideTriggerGrab

### Declaration

```
public bool OverrideTriggerGrab
```

## Field Value

TYPE	DESCRIPTION
System.Boolean	

## PrimaryTouchWeight

### Declaration

```
public HVRTouchWeight PrimaryTouchWeight
```

## Field Value

TYPE	DESCRIPTION
HVRTouchWeight	

## SecondaryTouchWeight

### Declaration

```
public HVRTouchWeight SecondaryTouchWeight
```

## Field Value

TYPE	DESCRIPTION
HVRTouchWeight	

## TrackpadTouchWeight

### Declaration

```
public HVRTouchWeight TrackpadTouchWeight
```

## Field Value

TYPE	DESCRIPTION
HVRTouchWeight	

## TriggerTouchWeight

### Declaration

```
public HVRTouchWeight TriggerTouchWeight
```

## Field Value

TYPE	DESCRIPTION
HVRTouchWeight	

## TriggerWeight

### Declaration

```
public HVRTouchWeight TriggerWeight
```

## Field Value

TYPE	DESCRIPTION
HVRTouchWeight	

## Properties

### IndexTotal

#### Declaration

```
public float IndexTotal { get; }
```

## Property Value

TYPE	DESCRIPTION
System.Single	

### MiddleTotal

#### Declaration

```
public float MiddleTotal { get; }
```

## Property Value

TYPE	DESCRIPTION
System.Single	

## PinkyTotal

### Declaration

```
public float PinkyTotal { get; }
```

## Property Value

TYPE	DESCRIPTION
System.Single	

## RingTotal

### Declaration

```
public float RingTotal { get; }
```

## Property Value

TYPE	DESCRIPTION
System.Single	

## ThumbTotal

### Declaration

```
public float ThumbTotal { get; }
```

## Property Value

TYPE	DESCRIPTION
System.Single	

## Methods

### Evaluate(Single[], Single, Single, Boolean, Boolean, Boolean, Boolean, Boolean, Boolean)

### Declaration

```
public void Evaluate(float[] curls, float grip, float trigger, bool triggerTouch, bool primaryTouch, bool secondaryTouch, bool trackpadTouch, bool joystickTouch, bool knuckles)
```

### Parameters

TYPE	NAME	DESCRIPTION
System.Single[]	curls	
System.Single	grip	
System.Single	trigger	

TYPE	NAME	DESCRIPTION
System.Boolean	triggerTouch	
System.Boolean	primaryTouch	
System.Boolean	secondaryTouch	
System.Boolean	trackpadTouch	
System.Boolean	joystickTouch	
System.Boolean	knuckles	

## Reset()

### Declaration

```
public void Reset()
```

# Enum HVRGrabControls

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

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public enum HVRGrabControls
```

## Fields

NAME	DESCRIPTION
GripOnly	
GripOrTrigger	
TriggerOnly	

# Enum HVRGrabDetection

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

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public enum HVRGrabDetection
```

## Fields

NAME	DESCRIPTION
Grabbable	
Socket	

# Class HVRGrabHaptics

## Inheritance

System.Object  
UnityEngine.Object  
UnityEngine.ScriptableObject  
HVRGrabHaptics

## 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.Shared](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
[CreateAssetMenu(menuName = "HurricaneVR/Grab Haptics", fileName = "GrabHaptics")]
public class HVRGrabHaptics : ScriptableObject
```

## Fields

### ForceGrab

#### Declaration

```
public HapticData ForceGrab
```

#### Field Value

TYPE	DESCRIPTION
HapticData	

### ForceHover

#### Declaration

```
public HapticData ForceHover
```

#### Field Value

TYPE	DESCRIPTION
HapticData	

### HandGrab

#### Declaration

```
public HapticData HandGrab
```

#### Field Value

TYPE	DESCRIPTION
HapticData	

### HandHover

#### Declaration

```
public HapticData HandHover
```

#### Field Value

TYPE	DESCRIPTION
HapticData	

### HandRelease

#### Declaration

```
public HapticData HandRelease
```

#### Field Value

TYPE	DESCRIPTION
HapticData	

## Methods

### Reset()

#### Declaration

```
public void Reset()
```

# Enum HVRGrabTracking

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

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public enum HVRGrabTracking
```

## Fields

NAME	DESCRIPTION
ConfigurableJoint	
FixedJoint	
None	

# Enum HVRGrabTrigger

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

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public enum HVRGrabTrigger
```

## Fields

NAME	DESCRIPTION
Active	
ManualRelease	
Toggle	

# Enum HVRHandSide

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

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public enum HVRHandSide
```

## Fields

NAME	DESCRIPTION
Left	
Right	

# Enum HVRHoldType

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

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public enum HVRHoldType
```

## Fields

NAME	DESCRIPTION
ManyHands	
OneHand	
Swap	
TwoHanded	

# Class HVRInputSettings

## Inheritance

System.Object  
UnityEngine.Object  
UnityEngine.ScriptableObject  
HVRInputSettings

## 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.Shared](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
[CreateAssetMenu(menuName = "HurricaneVR/Input Settings", fileName = "InputSettings")]
public class HVRInputSettings : ScriptableObject
```

## Fields

### Axis2DDownThreshold

#### Declaration

```
public float Axis2DDownThreshold
```

#### Field Value

TYPE	DESCRIPTION
System.Single	

### Axis2DLeftThreshold

#### Declaration

```
public float Axis2DLeftThreshold
```

#### Field Value

TYPE	DESCRIPTION
System.Single	

### Axis2DRighThreshold

#### Declaration

```
public float Axis2DRighThreshold
```

#### Field Value

TYPE	DESCRIPTION
System.Single	

### Axis2DUpThreshold

#### Declaration

```
[Header("Track Pad Click Thresholds")]
public float Axis2DUpThreshold
```

#### Field Value

TYPE	DESCRIPTION
System.Single	

### GripReleaseThreshold

#### Declaration

```
[Tooltip("If lower than the Threshold, the value must fall below this value to activate. When larger than the Threshold, the value must go above and then back below this value to deactivate.")]
public float GripReleaseThreshold
```

#### Field Value

TYPE	DESCRIPTION
System.Single	

## GripRequireReset

### Declaration

```
[Tooltip("Only used when the release threshold is greater than the threshold, if true the value must drop below the Threshold before it can be considered active againOtherwise going back over the Release Threshold will activate the button.")]
public bool GripRequireReset
```

### Field Value

TYPE	DESCRIPTION
System.Boolean	

## GripThreshold

### Declaration

```
[Header("Grip Analog Activation")]
public float GripThreshold
```

### Field Value

TYPE	DESCRIPTION
System.Single	

## GripUseAnalog

### Declaration

```
[Header("Should Grip / Trigger use Analog checks or button presses from SteamVR / OpenXR")]
[Tooltip("If true grip clicked will use the grip 0-1 analog value compared to the GripThreshold, otherwise the grip pressed SteamVR / OpenXR binding")]
public bool GripUseAnalog
```

### Field Value

TYPE	DESCRIPTION
System.Boolean	

## GripUseReleaseThreshold

### Declaration

```
[Tooltip("If false the Threshold only will be used to determine Trigger activation / deactivation")]
public bool GripUseReleaseThreshold
```

### Field Value

TYPE	DESCRIPTION
System.Boolean	

## JoystickAxis

## Declaration

```
[Header("XR Input Settings (Oculus / WMR Plugins only) - SteamVR / OpenXR can ignore.")]  
public InputAxes JoystickAxis
```

## Field Value

TYPE	DESCRIPTION
<a href="#">InputAxes</a>	

## JoystickButton

### Declaration

```
public HVRXRInputFeatures JoystickButton
```

## Field Value

TYPE	DESCRIPTION
<a href="#">HVRXRInputFeatures</a>	

## JoystickTouch

### Declaration

```
public HVRXRInputFeatures JoystickTouch
```

## Field Value

TYPE	DESCRIPTION
<a href="#">HVRXRInputFeatures</a>	

## Menu

### Declaration

```
public HVRXRInputFeatures Menu
```

## Field Value

TYPE	DESCRIPTION
<a href="#">HVRXRInputFeatures</a>	

## Primary

### Declaration

```
public HVRXRInputFeatures Primary
```

## Field Value

TYPE	DESCRIPTION
<a href="#">HVRXRInputFeatures</a>	

## PrimaryTouch

### Declaration

```
public HVRXRInputFeatures PrimaryTouch
```

#### Field Value

TYPE	DESCRIPTION
HVRXRInputFeatures	

#### Secondary

##### Declaration

```
public HVRXRInputFeatures Secondary
```

#### Field Value

TYPE	DESCRIPTION
HVRXRInputFeatures	

#### SecondaryTouch

##### Declaration

```
public HVRXRInputFeatures SecondaryTouch
```

#### Field Value

TYPE	DESCRIPTION
HVRXRInputFeatures	

#### TrackPadAxis

##### Declaration

```
public InputAxes TrackPadAxis
```

#### Field Value

TYPE	DESCRIPTION
InputAxes	

#### TrackPadButton

##### Declaration

```
public HVRXRInputFeatures TrackPadButton
```

#### Field Value

TYPE	DESCRIPTION
HVRXRInputFeatures	

#### TrackPadTouch

##### Declaration

```
public HVRXRInputFeatures TrackPadTouch
```

## Field Value

TYPE	DESCRIPTION
HVRXRInputFeatures	

## TriggerReleaseThreshold

### Declaration

```
[Tooltip("If lower than the Threshold, the value must fall below this value to activate. When larger than the Threshold, the value must go above and then back below this value to deactivate.")]
public float TriggerReleaseThreshold
```

## Field Value

TYPE	DESCRIPTION
System.Single	

## TriggerRequireReset

### Declaration

```
[Tooltip("Only used when the release threshold is greater than the threshold, if true the value must drop below the Threshold before it can be considered active againOtherwise going back over the Release Threshold will activate the button.")]
public bool TriggerRequireReset
```

## Field Value

TYPE	DESCRIPTION
System.Boolean	

## TriggerThreshold

### Declaration

```
[Header("Trigger Analog Activation")]
public float TriggerThreshold
```

## Field Value

TYPE	DESCRIPTION
System.Single	

## TriggerUseAnalog

### Declaration

```
[Tooltip("If true trigger clicked check will use the trigger 0-1 analog value compared to the TriggerThreshold, otherwise the trigger pressed SteamVR / OpenXR binding will be used.")]
public bool TriggerUseAnalog
```

## Field Value

TYPE	DESCRIPTION
System.Boolean	

## TriggerUseReleaseThreshold

## Declaration

```
[Tooltip("If false the Threshold only will be used to determine Trigger activation / deactivation")]
public bool TriggerUseReleaseThreshold
```

## Field Value

TYPE	DESCRIPTION
System.Boolean	

# Enum HVRLayers

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

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public enum HVRLayers
```

## Fields

NAME	DESCRIPTION
DynamicPose	
Grabbable	
Hand	
Player	

# Class HVRRootFinder

## Inheritance

System.Object  
UnityEngine.Object  
UnityEngine.ScriptableObject  
HVRRootFinder

## 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.Shared](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRRootFinder : ScriptableObject
```

# Enum HVRSortMode

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

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public enum HVRSortMode
```

## Fields

NAME	DESCRIPTION
Distance	
SquareMagnitude	

# Struct HVRTouchWeight

## 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.Shared](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
[Serializable]
public struct HVRTouchWeight
```

## Constructors

### HVRTouchWeight(Single, Single, Single, Single, Single)

#### Declaration

```
public HVRTouchWeight(float t, float i, float m, float r, float p)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.Single	t	
System.Single	i	
System.Single	m	
System.Single	r	
System.Single	p	

## Fields

### Index

#### Declaration

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

#### Field Value

TYPE	DESCRIPTION
System.Single	

### Middle

#### Declaration

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

## Field Value

TYPE	DESCRIPTION
System.Single	

## Pinky

### Declaration

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

## Field Value

TYPE	DESCRIPTION
System.Single	

## Ring

### Declaration

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

## Field Value

TYPE	DESCRIPTION
System.Single	

## Thumb

### Declaration

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

## Field Value

TYPE	DESCRIPTION
System.Single	

# Enum HVRXRInputFeatures

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

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public enum HVRXRInputFeatures
```

## Fields

NAME	DESCRIPTION
Grip	
GripPressed	
MenuButton	
None	
Primary2DAxisClick	
Primary2DAxisTouch	
PrimaryAxis2DDown	
PrimaryAxis2DLeft	
PrimaryAxis2DRight	
PrimaryAxis2DUp	
PrimaryButton	
PrimaryTouch	
Secondary2DAxisClick	
Secondary2DAxisTouch	
SecondaryAxis2DDown	
SecondaryAxis2DLeft	
SecondaryAxis2DRight	
SecondaryAxis2DUp	
SecondaryButton	
SecondaryTouch	
Trigger	

NAME	DESCRIPTION
TriggerPressed	

# Enum InputAxes

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

Assembly: HurricaneVR.Framework.dll

## Syntax

```
[Serializable]
public enum InputAxes
```

## Fields

NAME	DESCRIPTION
None	
Primary2DAxis	
Secondary2DAxis	

# Enum InputSDK

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

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public enum InputSDK
```

## Fields

NAME	DESCRIPTION
InputSystem	
None	
Oculus	
SteamVR	
XRInput	

# Class InspectorButtonAttribute

This attribute can only be applied to fields because its associated PropertyDrawer only operates on fields (either public or tagged with the [SerializeField] attribute) in the target MonoBehaviour.

## Inheritance

```
System.Object
System.Attribute
UnityEngine.PropertyAttribute
InspectorButtonAttribute
```

## 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.Shared](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
[AttributeUsage(AttributeTargets.Field)]
public class InspectorButtonAttribute : PropertyAttribute, _Attribute
```

## Constructors

### **InspectorButtonAttribute(String, Int32)**

#### Declaration

```
public InspectorButtonAttribute(string MethodName, int buttonWidth = 150)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String	MethodName	
System.Int32	buttonWidth	

## Fields

### **kDefaultButtonWidth**

#### Declaration

```
public static float kDefaultButtonWidth
```

#### Field Value

TYPE	DESCRIPTION
System.Single	

### **MethodName**

#### Declaration

```
public readonly string MethodName
```

#### Field Value

TYPE	DESCRIPTION
System.String	

## Properties

### ButtonWidth

#### Declaration

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

#### Property Value

TYPE	DESCRIPTION
System.Single	

#### Implements

System.Runtime.InteropServices.\_Attribute

# Enum PoseType

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

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public enum PoseType
```

## Fields

NAME	DESCRIPTION
HandPoser	
Offset	
PhysicPoser	

# Namespace HurricaneVR.Framework.Shared.Utilities

## Classes

### [CircularBuffer<T>](#)

Circular buffer.

When writing to a full buffer: PushBack -> removes this[0] / Front() PushFront -> removes this[Size-1] / Back()

this implementation is inspired by [http://www.boost.org/doc/libs/1\\_53\\_0/libs/circular\\_buffer/doc/circular\\_buffer.html](http://www.boost.org/doc/libs/1_53_0/libs/circular_buffer/doc/circular_buffer.html) because I liked their interface.

# Class CircularBuffer<T>

Circular buffer.

When writing to a full buffer: PushBack -> removes this[0] / Front() PushFront -> removes this[Size-1] / Back()

this implementation is inspired by [http://www.boost.org/doc/libs/1\\_53\\_0/libs/circular\\_buffer/doc/circular\\_buffer.html](http://www.boost.org/doc/libs/1_53_0/libs/circular_buffer/doc/circular_buffer.html) because I liked their interface.

## Inheritance

System.Object

CircularBuffer<T>

## Implements

System.Collections.Generic.IEnumerable<T>

System.Collections.IEnumerable

## 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.Shared.Utilities](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class CircularBuffer<T> : IEnumerable<T>, IEnumerable
```

## Type Parameters

NAME	DESCRIPTION
T	

## Constructors

### CircularBuffer(Int32)

#### Declaration

```
public CircularBuffer(int capacity)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.Int32	capacity	

### CircularBuffer(Int32, T[])

Initializes a new instance of the [CircularBuffer<T>](#) class.

#### Declaration

```
public CircularBuffer(int capacity, T[] items)
```

## Parameters

TYPE	NAME	DESCRIPTION
System.Int32	capacity	Buffer capacity. Must be positive.
T[]	items	Items to fill buffer with. Items length must be less than capacity. Suggestion: use Skip(x).Take(y).ToArray() to build this argument from any enumerable.

## Properties

### Capacity

Maximum capacity of the buffer. Elements pushed into the buffer after maximum capacity is reached (`IsFull = true`), will remove an element.

#### Declaration

```
public int Capacity { get; }
```

#### Property Value

TYPE	DESCRIPTION
System.Int32	

### IsEmpty

#### Declaration

```
public bool IsEmpty { get; }
```

#### Property Value

TYPE	DESCRIPTION
System.Boolean	

### IsFull

#### Declaration

```
public bool IsFull { get; }
```

#### Property Value

TYPE	DESCRIPTION
System.Boolean	

### Item[Int32]

#### Declaration

```
public T this[int index] { get; set; }
```

## Parameters

TYPE	NAME	DESCRIPTION
System.Int32	index	

#### Property Value

TYPE	DESCRIPTION
T	

#### Size

Current buffer size (the number of elements that the buffer has).

#### Declaration

```
public int Size { get; }
```

#### Property Value

TYPE	DESCRIPTION
System.Int32	

#### Methods

##### Back()

Element at the back of the buffer - this[Size - 1].

#### Declaration

```
public T Back()
```

#### Returns

TYPE	DESCRIPTION
T	The value of the element of type T at the back of the buffer.

##### Dequeue(T)

Pushes a new element to the back of the buffer. Back()/this[Size-1] will now return this element.

When the buffer is full, the element at Front()/this[0] will be popped to allow for this new element to fit.

#### Declaration

```
public void Dequeue(T item)
```

#### Parameters

TYPE	NAME	DESCRIPTION
T	item	Item to push to the back of the buffer

##### Enqueue(T)

Pushes a new element to the front of the buffer. Front()/this[0] will now return this element.

When the buffer is full, the element at Back()/this[Size-1] will be popped to allow for this new element to fit.

#### Declaration

```
public void Enqueue(T item)
```

#### Parameters

TYPE	NAME	DESCRIPTION
T	item	Item to push to the front of the buffer

#### Front()

Element at the front of the buffer - this[0].

#### Declaration

```
public T Front()
```

#### Returns

TYPE	DESCRIPTION
T	The value of the element of type T at the front of the buffer.

#### GetEnumerator()

#### Declaration

```
public IEnumerator<T> GetEnumerator()
```

#### Returns

TYPE	DESCRIPTION
System.Collections.Generic.IEnumerator<T>	

#### PopBack()

Removes the element at the back of the buffer. Decreasing the Buffer size by 1.

#### Declaration

```
public void PopBack()
```

#### PopFront()

Removes the element at the front of the buffer. Decreasing the Buffer size by 1.

#### Declaration

```
public void PopFront()
```

#### ToArray()

Copies the buffer contents to an array, according to the logical contents of the buffer (i.e. independent of the internal

order/contents)

#### Declaration

```
public T[] ToArray()
```

#### Returns

TYPE	DESCRIPTION
T[]	A new array with a copy of the buffer contents.

### Explicit Interface Implementations

#### IEnumerable.GetEnumerator()

#### Declaration

```
IEnumerator IEnumerable.GetEnumerator()
```

#### Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

### Implements

System.Collections.Generic.IEnumerable<T>

System.Collections.IEnumerable

# 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>.FindMethod\_Impl(System.String, System.Object)

UnityEngine.Events.UnityEvent<HurricaneVR.Framework.Components.HVRDamageHandlerBase>.Invoke(HurricaneVR.Framework.Components.HVRDamageHandlerBase)

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](#)

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.Player](#)  
[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.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.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.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 virtual void AddBullet()
```

### Awake()

#### Declaration

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

### CanAddBullet()

#### Declaration

```
public virtual bool CanAddBullet()
```

#### Returns

TYPE	DESCRIPTION
System.Boolean	

### RemoveBullet()

#### Declaration

```
public virtual void RemoveBullet()
```

### StartDestroy()

#### Declaration

```
public virtual void StartDestroy()
```

### TryAddBullet()

#### Declaration

```
public virtual bool TryAddBullet()
```

#### Returns

TYPE	DESCRIPTION
System.Boolean	

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRAMmoReleaseAction

## Inheritance

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

## Inherited Members

```
HVRInputAction.Grabbable
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.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentInChildren<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.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 HVRAMmoReleaseAction : HVRInputAction
```

## Properties

### Gun

#### Declaration

```
public HVRGunBase Gun { get; }
```

#### Property Value

TYPE	DESCRIPTION
<a href="#">HVRGunBase</a>	

## HVRRayCastGun

#### Declaration

```
public HVRRayCastGun HVRRayCastGun { get; }
```

#### Property Value

TYPE	DESCRIPTION
<a href="#">HVRRayCastGun</a>	

## Methods

### Awake()

#### Declaration

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

#### Overrides

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

### CheckInput(HVRController)

#### Declaration

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

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRController</a>	controller	

#### Overrides

`HVRInputAction.CheckInput(HVRController)`

## Extension Methods

`HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)`  
`HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)`  
`VRUtilities.GetRigidbody(MonoBehaviour)`  
`VRUtilities.GetCopyOf<T>(Component, T)`  
`COROUTINEExtensions.ExecuteNextUpdate(MonoBehaviour, Action)`  
`COROUTINEExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)`  
`COROUTINEExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)`  
`COROUTINEExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)`  
`COROUTINEExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)`

# 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  
HVRDamageProvider.Player  
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.GetComponentInChildren(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.GetComponentInParent(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>()

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 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

[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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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**

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRChargingHandle

## Inheritance

```
System.Object  
UnityEngine.Object  
UnityEngine.Component  
UnityEngine.Behaviour  
UnityEngine	MonoBehaviour  
HVRGrabbable  
HVRChargingHandle
```

## Inherited Members

```
HVRGrabbable.GrabBehaviour  
HVRGrabbable.PoseType  
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.FinalJointTimeout  
HVRGrabbable.CollisionParents  
HVRGrabbable.ExtralgnoreCollisionParents
```

HVRGrabbable.GrabColliders  
HVRGrabbable.ConsiderGrabPointAngle  
HVRGrabbable.UseColliderClosestPoint  
HVRGrabbable.DisableHandCollision  
HVRGrabbable.AllowMultiplayerSwap  
HVRGrabbable.MasterGrabbable  
HVRGrabbable.LinkedGrabbables  
HVRGrabbable.CollisionDetection  
HVRGrabbable.PhysicsPoserFallback  
HVRGrabbable.OverrideMaxDistanceBehaviour  
HVRGrabbable.MaxDistanceBehaviour  
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.AdditionalIgnoreColliders  
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.IgnoreCollision(Collider, 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.HasCollider(Collider)  
HVRGrabbable.PopulateGrabPoints()  
HVRGrabbable.LoadGrabPoints()  
HVRGrabbable.GetAverageVelocity(Int32, Int32, Boolean, Int32)  
HVRGrabbable.GetAverageAngularVelocity(Int32, Int32)  
HVRGrabbable.AnyGrabberNotMine()  
HVRGrabbable.ForceRelease()  
HVRGrabbable.AnyLinkedHandHeld()  
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.IgnoreCollider(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.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.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent<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>()
```

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

```
HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)
VRUtilities.GetRigidbody(MonoBehaviour)
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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.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>()
```

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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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  
HVRDamageProvider.Player  
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.GetComponentInChildren(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.GetComponentInParent(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>()

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)  
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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.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**

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRPump

## Inheritance

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

## 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>()  
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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)  
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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: [HurricaneVRFramework.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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

`CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)`

`CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)`

# Class HVRRayCastGun

## Inheritance

System.Object  
UnityEngine.Object  
UnityEngine.Component  
UnityEngine.Behaviour  
UnityEngine.MonoBehaviour  
[HVRDamageProvider](#)  
HVRRayCastGun  
[HVRAssaultRifle](#)  
[HVRPistol](#)  
[HVRShotGun](#)

## Inherited Members

[HVRDamageProvider.Damage](#)  
[HVRDamageProvider.Force](#)  
[HVRDamageProvider.Player](#)  
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)  
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UnityEngineBehaviour.enabled  
UnityEngineBehaviour.isActiveAndEnabled  
UnityEngineComponent.GetComponent(System.Type)  
UnityEngineComponent.GetComponent<T>()  
UnityEngineComponent.TryGetComponent(System.Type, UnityEngineComponent)  
UnityEngineComponent.TryGetComponent<T>(T)  
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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>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
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UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(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.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

HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)  
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)  
VRUtilities.GetRigidbody(MonoBehaviour)  
VRUtilities.GetCopyOf<T>(Component, T)  
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)

# 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)
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 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
<a href="#">HVRRecoilSettings</a>	

### 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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
HVRDamageProvider.Player
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

```
[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

### After Fired()

#### Declaration

```
protected override void After Fired()
```

#### Overrides

[HVRRayCastGun.After Fired\(\)](#)

### Disable Chambered Casing()

#### Declaration

```
protected virtual void Disable Chambered Casing()
```

## **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()
```

## **FireBullets(Vector3)**

### Declaration

```
protected override void FireBullets(Vector3 direction)
```

### Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Vector3	direction	

### Overrides

[HVRRayCastGun.FireBullets\(Vector3\)](#)

## **ReleaseAmmo()**

### Declaration

```
public override void ReleaseAmmo()
```

### Overrides

HVRRayCastGun.ReleaseAmmo()

## Start()

### Declaration

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

### Overrides

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

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.InstantHandPose
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.DisableCollision
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.IsMine  
HVRGrabberBase.PerformUpdate  
HVRGrabberBase.PullingGrabbable  
HVRGrabberBase.OnEnable()  
HVRGrabberBase.OnDisable()  
HVRGrabberBase.OnDestroy()  
HVRGrabberBase.Awake()  
HVRGrabberBase.FixedUpdate()  
HVRGrabberBase.CheckRelease()  
HVRGrabberBase.ForceRelease()  
HVRGrabberBase.CheckSwapReleaseRequired(HVRGrabbable)  
HVRGrabberBase.CheckSwapRelease(HVRGrabbable)  
HVRGrabberBase.SwapRelease(HVRGrabbable)  
HVRGrabberBase.ReleaseGrabbable(HVRGrabberBase, HVRGrabbable, Boolean, Boolean)  
HVRGrabberBase.IsValidGrabbable(HVRGrabbable)  
HVRGrabberBase.GetClosestGrabbable()  
HVRGrabberBase.GetClosestGrabbable(Predicate<HVRGrabbable>)  
HVRGrabberBase.TryGrab(HVRGrabbable, Boolean)  
HVRGrabberBase.TryGrabNoEvents(HVRGrabbable, Boolean)  
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(SystemString, SystemSingle)  
UnityEngineMonoBehaviour.InvokeRepeating(SystemString, SystemSingle, SystemSingle)  
UnityEngineMonoBehaviour.CancelInvoke(SystemString)  
UnityEngineMonoBehaviour.IsInvoking(SystemString)  
UnityEngineMonoBehaviour.StartCoroutine(SystemString)  
UnityEngineMonoBehaviour.StartCoroutine(SystemString, SystemObject)  
UnityEngineMonoBehaviour.StartCoroutine(SystemCollectionsIEnumerator)  
UnityEngineMonoBehaviour.StartCoroutine\_Auto(SystemCollectionsIEnumerator)  
UnityEngineMonoBehaviour.StopCoroutine(SystemCollectionsIEnumerator)  
UnityEngineMonoBehaviour.StopCoroutine(UnityEngineCoroutine)  
UnityEngineMonoBehaviour.StopCoroutine(SystemString)  
UnityEngineMonoBehaviour.StopAllCoroutines()  
UnityEngineMonoBehaviour.print(SystemObject)  
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.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](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRShotgunAmmoSocket : HVRSocket
```

## Fields

### ShotgunMagazine

#### Declaration

```
public HVRShotgunMagazine ShotgunMagazine
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRShotgunMagazine</a>	

## 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

`CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)`

# 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.Awake()
HVRAMmo.AddBullet()
HVRAMmo.CanAddBullet()
HVRAMmo.TryAddBullet()
HVRAMmo.RemoveBullet()
HVRAMmo.StartDestroy()
HVRDamageProvider.Damage
HVRDamageProvider.Force
HVRDamageProvider.Player
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.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 HVRShotgunMagazine : HVRAmmo
```

## Extension Methods

HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)  
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)  
VRUtilities.GetRigidbody(MonoBehaviour)  
VRUtilities.GetCopyOf<T>(Component, T)  
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)

# 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.GrabBehaviour
HVRGrabbable.PoseType
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.FinalJointTimeout
HVRGrabbable.CollisionParents
HVRGrabbable.ExtralgnoreCollisionParents
```

HVRGrabbable.GrabColliders  
HVRGrabbable.ConsiderGrabPointAngle  
HVRGrabbable.UseColliderClosestPoint  
HVRGrabbable.DisableHandCollision  
HVRGrabbable.AllowMultiplayerSwap  
HVRGrabbable.MasterGrabbable  
HVRGrabbable.LinkedGrabbables  
HVRGrabbable.CollisionDetection  
HVRGrabbable.PhysicsPoserFallback  
HVRGrabbable.OverrideMaxDistanceBehaviour  
HVRGrabbable.MaxDistanceBehaviour  
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.AdditionalIgnoreColliders  
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.IgnoreCollision(Collider, 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.HasCollider(Collider)  
HVRGrabbable.PopulateGrabPoints()  
HVRGrabbable.LoadGrabPoints()  
HVRGrabbable.GetAverageVelocity(Int32, Int32, Boolean, Int32)  
HVRGrabbable.GetAverageAngularVelocity(Int32, Int32)  
HVRGrabbable.AnyGrabberNotMine()  
HVRGrabbable.ForceRelease()  
HVRGrabbable.AnyLinkedHandHeld()  
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.IgnoreCollider(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.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.GetComponentInChildren(System.Type)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean)
UnityEngineComponent.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInChildren<T>()
UnityEngineComponent.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>()
UnityEngineComponent.GetComponentsInParent(System.Type, System.Boolean)
UnityEngineComponent.GetComponentInParent(System.Type)
UnityEngineComponent.GetComponentInParent<T>(System.Boolean)
UnityEngineComponent.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngineComponent.GetComponentInParent<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>()
```

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
<a href="#">HVRGrabberBase</a>	grabber	

#### Overrides

[HVRGrabbable.OnGrabbed\(HVRGrabberBase\)](#)

### OnReleased(HVRGrabberBase)

#### Declaration

```
protected override void OnReleased(HVRGrabberBase grabber)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRGrabberBase</a>	grabber	

#### Overrides

[HVRGrabbable.OnReleased\(HVRGrabberBase\)](#)

### ProcessUpdate()

#### Declaration

```
protected override void ProcessUpdate()
```

#### Overrides

[HVRGrabbable.ProcessUpdate\(\)](#)

### PushBack()

#### Declaration

```
public virtual void PushBack()
```

## Extension Methods

HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)  
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)  
VRUtilities.GetRigidbody(MonoBehaviour)  
VRUtilities.GetCopyOf<T>(Component, T)  
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)

# 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

```
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.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
<a href="#">HVRArrowPassthrough</a>	

### Grabbable

#### Declaration

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

#### Property Value

TYPE	DESCRIPTION
<a href="#">HVRGrabbable</a>	

## 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

```
HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)
VRUtilities.GetRigidbody(MonoBehaviour)
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# Class HVRArrowLoader

## Inheritance

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

## 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.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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

```
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# Class HVRArrowPassthrough

## Inheritance

```
System.Object  
UnityEngine.Object  
UnityEngine.Component  
UnityEngine.Behaviour  
UnityEngine	MonoBehaviour  
HVRGrabbable  
HVRArrowPassthrough
```

## Inherited Members

```
HVRGrabbable.GrabBehaviour  
HVRGrabbable.PoseType  
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.FinalJointTimeout  
HVRGrabbable.CollisionParents  
HVRGrabbable.ExtralgnoreCollisionParents
```

HVRGrabbable.GrabColliders  
HVRGrabbable.ConsiderGrabPointAngle  
HVRGrabbable.UseColliderClosestPoint  
HVRGrabbable.DisableHandCollision  
HVRGrabbable.AllowMultiplayerSwap  
HVRGrabbable.MasterGrabbable  
HVRGrabbable.LinkedGrabbables  
HVRGrabbable.CollisionDetection  
HVRGrabbable.PhysicsPoserFallback  
HVRGrabbable.OverrideMaxDistanceBehaviour  
HVRGrabbable.MaxDistanceBehaviour  
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.AdditionalIgnoreColliders  
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.IgnoreCollision(Collider, 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.HasCollider(Collider)  
HVRGrabbable.PopulateGrabPoints()  
HVRGrabbable.LoadGrabPoints()  
HVRGrabbable.GetAverageVelocity(Int32, Int32, Boolean, Int32)  
HVRGrabbable.GetAverageAngularVelocity(Int32, Int32)  
HVRGrabbable.AnyGrabberNotMine()  
HVRGrabbable.ForceRelease()  
HVRGrabbable.AnyLinkedHandHeld()  
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.IgnoreCollider(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.Bow](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRArrowPassthrough : HVRGrabbable
```

## Fields

### Arrow

#### Declaration

```
public HVRGrabbable Arrow
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRGrabbable</a>	

## Methods

### **OnGrabbed(HVRGrabberBase)**

#### Declaration

```
protected override void OnGrabbed(HVRGrabberBase grabber)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRGrabberBase</a>	grabber	

#### Overrides

[HVRGrabbable.OnGrabbed\(HVRGrabberBase\)](#)

### **Start()**

#### Declaration

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

#### Overrides

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

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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>()
```

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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

`CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)`

# 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.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.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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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.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.InstantHandPose
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.DisableCollision
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.IsMine  
HVRGrabberBase.PerformUpdate  
HVRGrabberBase.PullingGrabbable  
HVRGrabberBase.OnEnable()  
HVRGrabberBase.OnDisable()  
HVRGrabberBase.OnDestroy()  
HVRGrabberBase.Awake()  
HVRGrabberBase.FixedUpdate()  
HVRGrabberBase.CheckRelease()  
HVRGrabberBase.ForceRelease()  
HVRGrabberBase.CheckSwapReleaseRequired(HVRGrabbable)  
HVRGrabberBase.CheckSwapRelease(HVRGrabbable)  
HVRGrabberBase.SwapRelease(HVRGrabbable)  
HVRGrabberBase.ReleaseGrabbable(HVRGrabberBase, HVRGrabbable, Boolean, Boolean)  
HVRGrabberBase.IsValidGrabbable(HVRGrabbable)  
HVRGrabberBase.GetClosestGrabbable()  
HVRGrabberBase.GetClosestGrabbable(Predicate<HVRGrabbable>)  
HVRGrabberBase.TryGrab(HVRGrabbable, Boolean)  
HVRGrabberBase.TryGrabNoEvents(HVRGrabbable, Boolean)  
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(SystemString, SystemSingle)  
UnityEngineMonoBehaviour.InvokeRepeating(SystemString, SystemSingle, SystemSingle)  
UnityEngineMonoBehaviour.CancelInvoke(SystemString)  
UnityEngineMonoBehaviour.IsInvoking(SystemString)  
UnityEngineMonoBehaviour.StartCoroutine(SystemString)  
UnityEngineMonoBehaviour.StartCoroutine(SystemString, SystemObject)  
UnityEngineMonoBehaviour.StartCoroutine(SystemCollectionsIEnumerator)  
UnityEngineMonoBehaviour.StartCoroutine\_Auto(SystemCollectionsIEnumerator)  
UnityEngineMonoBehaviour.StopCoroutine(SystemCollectionsIEnumerator)  
UnityEngineMonoBehaviour.StopCoroutine(UnityEngineCoroutine)  
UnityEngineMonoBehaviour.StopCoroutine(SystemString)  
UnityEngineMonoBehaviour.StopAllCoroutines()  
UnityEngineMonoBehaviour.print(SystemObject)  
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.Bow](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRNockingPoint : HVRSocket
```

## Methods

### [OnGrabbed\(HVRGrabArgs\)](#)

#### Declaration

```
protected override void OnGrabbed(HVRGrabArgs args)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRGrabArgs</a>	args	

#### Overrides

[HVRSocket.OnGrabbed\(HVRGrabArgs\)](#)

### [Start\(\)](#)

#### Declaration

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

#### Overrides

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

## Extension Methods

HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)  
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)  
VRUtilities.GetRigidbody(MonoBehaviour)  
VRUtilities.GetCopyOf<T>(Component, T)  
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)

# 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()**  
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.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
<a href="#">HVRArrow</a>	arrow	

#### Overrides

[HVRBowBase.OnArrowNocked\(HVRArrow\)](#)

### OnArrowRemoved(HVRArrow)

#### Declaration

```
protected override void OnArrowRemoved(HVRArrow arrow)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRArrow</a>	arrow	

#### Overrides

[HVRBowBase.OnArrowRemoved\(HVRArrow\)](#)

### OnBowSocketed(HVRSocket, HVRGrabbable)

#### Declaration

```
protected override void OnBowSocketed(HVRSocket arg0, HVRGrabbable arg1)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">HVRSocket</a>	arg0	
<a href="#">HVRGrabbable</a>	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

```
HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)
VRUtilities.GetRigidbody(MonoBehaviour)
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# Namespace HurricaneVR.Framework.Weapons.Guns

## Classes

[HVRAutoDropMagazine](#)

[HVRAutomaticGun](#)

[HVRBullet](#)

[HVRBulletEmitter](#)

[HVRCockingHandle](#)

[HVRGrabMagazine](#)

[HVRGunBase](#)

[HVRGunBolt](#)

[HVRGunEmitterBase](#)

[HVRGunHaptics](#)

[HVRGunPart](#)

[HVRMagazineSocket](#)

[HVRPistol](#)

[HVRPooledEmitter](#)

[HVRShotgun](#)

[HVRTiggerAnimator](#)

## 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.InstantHandPose
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.DisableCollision
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.IsMine  
HVRGrabberBase.PerformUpdate  
HVRGrabberBase.PullingGrabbable  
HVRGrabberBase.OnEnable()  
HVRGrabberBase.OnDisable()  
HVRGrabberBase.OnDestroy()  
HVRGrabberBase.Awake()  
HVRGrabberBase.FixedUpdate()  
HVRGrabberBase.CheckRelease()  
HVRGrabberBase.ForceRelease()  
HVRGrabberBase.CheckSwapReleaseRequired(HVRGrabbable)  
HVRGrabberBase.CheckSwapRelease(HVRGrabbable)  
HVRGrabberBase.SwapRelease(HVRGrabbable)  
HVRGrabberBase.ReleaseGrabbable(HVRGrabberBase, HVRGrabbable, Boolean, Boolean)  
HVRGrabberBase.IsValidGrabbable(HVRGrabbable)  
HVRGrabberBase.GetClosestGrabbable()  
HVRGrabberBase.GetClosestGrabbable(Predicate<HVRGrabbable>)  
HVRGrabberBase.TryGrab(HVRGrabbable, Boolean)  
HVRGrabberBase.TryGrabNoEvents(HVRGrabbable, Boolean)  
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(SystemString, SystemSingle)  
UnityEngineMonoBehaviour.InvokeRepeating(SystemString, SystemSingle, SystemSingle)  
UnityEngineMonoBehaviour.CancelInvoke(SystemString)  
UnityEngineMonoBehaviour.IsInvoking(SystemString)  
UnityEngineMonoBehaviour.StartCoroutine(SystemString)  
UnityEngineMonoBehaviour.StartCoroutine(SystemString, SystemObject)  
UnityEngineMonoBehaviour.StartCoroutine(SystemCollectionsIEnumerator)  
UnityEngineMonoBehaviour.StartCoroutine\_Auto(SystemCollectionsIEnumerator)  
UnityEngineMonoBehaviour.StopCoroutine(SystemCollectionsIEnumerator)  
UnityEngineMonoBehaviour.StopCoroutine(UnityEngineCoroutine)  
UnityEngineMonoBehaviour.StopCoroutine(SystemString)  
UnityEngineMonoBehaviour.StopAllCoroutines()  
UnityEngineMonoBehaviour.print(SystemObject)  
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.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 HVRAutoDropMagazine : HVRSocket
```

## Fields

### MagazineSocket

#### Declaration

```
public HVRSocket MagazineSocket
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRSocket</a>	

## 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

`CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)`

# 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.AfterFired()  
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.Player  
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, UnityEngineComponent)  
UnityEngineComponent.TryGetComponent<T>(T)  
UnityEngineComponent.GetComponent(System.String)  
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)  
UnityEngineComponent.GetComponentInChildren(System.Type)  
UnityEngineComponent.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

```
HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)
VRUtilities.GetRigidbody(MonoBehaviour)
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# Class HVRBullet

## Inheritance

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

## 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.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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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 HVRBulletEmitter : HVRGunEmitterBase
```

## Methods

### Emit()

#### Declaration

```
public override void Emit()
```

#### Overrides

[HVRGunEmitterBase.Emit\(\)](#)

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.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.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentInChildren<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.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.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< <a href="#">HVRGunPart</a> >	

### Bolt

#### Declaration

```
[Tooltip("Bolt that moves with the charging handle, pump")]
public HVRGunBolt Bolt
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRGunBolt</a>	

### 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.Animate\(Single, CycleDirection\)](#)

## 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

```
HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)
VRUtilities.GetRigidbody(MonoBehaviour)
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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()
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.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 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**

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

`CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)`

`CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)`

`CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)`

# 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.Player](#)  
[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.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>()

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.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 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
<a href="#">HVRGrabbable</a>	

### TriggerAnimator

#### Declaration

```
[Header("Animation")]  
public HVRTTriggerAnimator TriggerAnimator
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">HVRTTriggerAnimator</a>	

### 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	

## Rounds Fired

### Declaration

```
protected int Rounds Fired { 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	

TYPE	NAME	DESCRIPTION
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	
HapticData	data	

## PlayHapticsAllHands(HapticData)

### Declaration

```
protected virtual void PlayHapticsAllHands(HapticData haptic)
```

### Parameters

TYPE	NAME	DESCRIPTION
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

```
HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)  
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)  
VRUtilities.GetRigidbody(MonoBehaviour)  
VRUtilities.GetCopyOf<T>(Component, T)  
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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)
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.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentInChildren<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.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.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	
<a href="#">CycleDirection</a>	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

HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)  
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)  
VRUtilities.GetRigidbody(MonoBehaviour)  
VRUtilities.GetCopyOf<T>(Component, T)  
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)  
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)  
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)

# Class HVRGunEmitterBase

## Inheritance

```
System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
HVRGunEmitterBase
HVRBulletEmitter
HVRPooledEmitter
```

## 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.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInChildren<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 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

```
HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)
VRUtilities.GetRigidbody(MonoBehaviour)
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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
HapticData	

### AmmoSocketReleased

#### Declaration

```
public HapticData AmmoSocketReleased
```

#### Field Value

TYPE	DESCRIPTION
HapticData	

### CockingHandleChamberedRound

#### Declaration

```
public HapticData CockingHandleChamberedRound
```

#### Field Value

TYPE	DESCRIPTION
HapticData	

### CockingHandleEject

#### Declaration

```
public HapticData CockingHandleEject
```

#### Field Value

TYPE	DESCRIPTION
HapticData	

### CockingHandleReleased

#### Declaration

```
public HapticData CockingHandleReleased
```

#### Field Value

TYPE	DESCRIPTION
HapticData	

## DryFire

### Declaration

```
public HapticData DryFire
```

### Field Value

TYPE	DESCRIPTION
HapticData	

## Fire

### Declaration

```
public HapticData Fire
```

### Field Value

TYPE	DESCRIPTION
HapticData	

## TriggeredReleased

### Declaration

```
public HapticData TriggeredReleased
```

### Field Value

TYPE	DESCRIPTION
HapticData	

## TriggerSqueezed

### Declaration

```
public HapticData TriggerSqueezed
```

### Field Value

TYPE	DESCRIPTION
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.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.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInChildren<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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

`CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)`  
`CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)`  
`CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)`  
`CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)`

# 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.InstantHandPose
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.DisableCollision
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.IsMine  
HVRGrabberBase.PerformUpdate  
HVRGrabberBase.PullingGrabbable  
HVRGrabberBase.OnEnable()  
HVRGrabberBase.OnDisable()  
HVRGrabberBase.OnDestroy()  
HVRGrabberBase.Awake()  
HVRGrabberBase.FixedUpdate()  
HVRGrabberBase.CheckRelease()  
HVRGrabberBase.ForceRelease()  
HVRGrabberBase.CheckSwapReleaseRequired(HVRGrabbable)  
HVRGrabberBase.CheckSwapRelease(HVRGrabbable)  
HVRGrabberBase.SwapRelease(HVRGrabbable)  
HVRGrabberBase.ReleaseGrabbable(HVRGrabberBase, HVRGrabbable, Boolean, Boolean)  
HVRGrabberBase.IsValidGrabbable(HVRGrabbable)  
HVRGrabberBase.GetClosestGrabbable()  
HVRGrabberBase.GetClosestGrabbable(Predicate<HVRGrabbable>)  
HVRGrabberBase.TryGrab(HVRGrabbable, Boolean)  
HVRGrabberBase.TryGrabNoEvents(HVRGrabbable, Boolean)  
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(SystemString, SystemSingle)  
UnityEngineMonoBehaviour.InvokeRepeating(SystemString, SystemSingle, SystemSingle)  
UnityEngineMonoBehaviour.CancelInvoke(SystemString)  
UnityEngineMonoBehaviour.IsInvoking(SystemString)  
UnityEngineMonoBehaviour.StartCoroutine(SystemString)  
UnityEngineMonoBehaviour.StartCoroutine(SystemString, SystemObject)  
UnityEngineMonoBehaviour.StartCoroutine(SystemCollectionsIEnumerator)  
UnityEngineMonoBehaviour.StartCoroutine\_Auto(SystemCollectionsIEnumerator)  
UnityEngineMonoBehaviour.StopCoroutine(SystemCollectionsIEnumerator)  
UnityEngineMonoBehaviour.StopCoroutine(UnityEngineCoroutine)  
UnityEngineMonoBehaviour.StopCoroutine(SystemString)  
UnityEngineMonoBehaviour.StopAllCoroutines()  
UnityEngineMonoBehaviour.print(SystemObject)  
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 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.AfterFired()  
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.Player  
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, UnityEngineComponent)  
UnityEngineComponent.TryGetComponent<T>(T)  
UnityEngineComponent.GetComponent(System.String)  
UnityEngineComponent.GetComponentInChildren(System.Type, System.Boolean)  
UnityEngineComponent.GetComponentInChildren(System.Type)  
UnityEngineComponent.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

```
HVRUtilities.GetRelativeValues(Component, Transform, out Vector3, out Quaternion)
HVRUtilities.GetRelativeValues(Component, Component, out Vector3, out Quaternion)
VRUtilities.GetRigidbody(MonoBehaviour)
VRUtilities.GetCopyOf<T>(Component, T)
CoroutineExtensions.ExecuteNextUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterSeconds(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterSecondsUnscaled(MonoBehaviour, Action, Single)
CoroutineExtensions.ExecuteAfterFixedUpdate(MonoBehaviour, Action)
CoroutineExtensions.ExecuteAfterFixedUpdates(MonoBehaviour, Action, Int32)
```

# 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\(Rigidbody\)](#)  
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.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 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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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.AfterFired()  
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.Player  
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.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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)  
[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)  
[VRUtilities.GetRigidbody\(MonoBehaviour\)](#)  
[VRUtilities.GetCopyOf<T>\(Component, T\)](#)  
[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)  
[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRTriggerAnimator

## Inheritance

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

## 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.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

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# 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

```
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.Guns.PartFinders](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRChamberedCasingFinder : MonoBehaviour
```

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRChamberedRoundFinder

## Inheritance

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

## 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.Guns.PartFinders](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRChamberedRoundFinder : MonoBehaviour
```

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)

# Class HVRMagazineFinder

## Inheritance

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

## 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.Guns.PartFinders](#)

Assembly: HurricaneVR.Framework.dll

## Syntax

```
public class HVRMagazineFinder : MonoBehaviour
```

## Extension Methods

[HVRUtilities.GetRelativeValues\(Component, Transform, out Vector3, out Quaternion\)](#)

[HVRUtilities.GetRelativeValues\(Component, Component, out Vector3, out Quaternion\)](#)

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

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

[CoroutineExtensions.ExecuteNextUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterSeconds\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterSecondsUnscaled\(MonoBehaviour, Action, Single\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdate\(MonoBehaviour, Action\)](#)

[CoroutineExtensions.ExecuteAfterFixedUpdates\(MonoBehaviour, Action, Int32\)](#)