

HoverManager.cs

Properties

Private cardslot : *Cardslot*

Reference to the *CardSlot* being hovered.

Public hasCardSlot : *bool*

Whether or not a *Cardslot* is currently being hovered.

Private cardMovementHandler : *CardMovementHandler*

Reference to the *CardMovementHandler* currently subscribed to this.

Private hasSubscriber : *bool*

Whether or not this currently has a subscriber.

Methods

Public Subscribe

Parameters:

handler : *CardMovementHandler*

CardMovementHandler to be subscribed to this.

Return: None

Public Unsubscribe

Parameters: None

Return: None

Unsubscribes the *CardMovementHandler* that is subscribed to this.

Public SetCardSlot

Parameters:

cardSlot : *CardSlot*

CardSlot to be stored.

Return: None

Public ClearCardSlot

Parameters: None

Return: None

Clears out any *CardSlots* from being published.

Public PublishCardSlot

Parameters: None

Return: None

Publishes stored *CardSlot* to be subscribed *CardMovementHandler* if able.