# 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 *CardSlot*s from being published.

## **Public** PublishCardSlot

### Parameters: None

### Return: None

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

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