```
1  using UnityEngine;
2
3  /// <summary>
4  /// ConnectionSerializerRestorer stores deserialized GameObject values from an external <see cref="ConnectionSerializer"/>.<br/><br/>
5  /// These stored values are then referenced by <see cref="CircuitVisualizer"/> as the assigned connection is restored to the scene.
6  /// </summary>
7  public class ConnectionSerializerRestorer
8  {
9      /// <summary>
10     /// The <see cref="CircuitConnectorIdentifier"/> pertaining to this connection.
11     /// </summary>
12     public CircuitConnectorIdentifier circuitConnectorIdentifier { get; private set; }
13
14     /// <summary>
15     /// The GameObject that has been created from the assigned <see cref="ConnectionSerializer.startingMesh"/>.
16     /// </summary>
17     public GameObject startingWire { get; private set; }
18
19     /// <summary>
20     /// The GameObject that has been created from the assigned <see cref="ConnectionSerializer.endingMesh"/>.
21     /// </summary>
22     public GameObject endingWire { get; private set; }
23
24     /// <summary>
25     /// The GameObject that has been created from the assigned <see cref="ConnectionSerializer.parentMesh"/>.
26     /// </summary>
27     public GameObject parentObject { get; private set; }
28
29     /// <summary>
30     /// Instantiates and assigns all relevant values extracted from a <see cref="ConnectionSerializer"/>.
31     /// </summary>
32     public ConnectionSerializerRestorer(CircuitConnectorIdentifier circuitConnectorIdentifier, GameObject startingWire, GameObject endingWire, GameObject parentObject)
33     {
34         this.circuitConnectorIdentifier= circuitConnectorIdentifier;
35         this.startingWire = startingWire;
36         this.endingWire = endingWire;
37         this.parentObject = parentObject;
38     }
```

```
39  }
```