

# PERSISTENCIA

```
using UnityEngine;
using System.Collections;
using System.Collections.Generic;

public class Graph : MonoBehaviour {
    public event System.Action onGraphModified;

    [SerializeField]
    Transform _pov = null;

    [HideInInspector]
    public List<Vector3> vertex = new List<Vector3>();
    [HideInInspector]
    public List<Edge> edges = new List<Edge>();

    public Vector3 ToWorldPoint (Vector3 point) {
        return PoV.TransformPoint(point);
    }

    public Vector3 ToLocalPoint (Vector3 point) {
        return PoV.InverseTransformPoint(point);
    }

    public void SetVertex (int index, Vector3 pos) {
        vertex[index] = pos;
    }
}
```

