MonoBehaviour usea.graphics.gui.EventEnabled - m_callbacks usea.graphics.controller. Controller< modelT, viewT > + Callback() m_model + EventEnabled() usea.graphics.model.Example m_view + AddOnPointerClickCallback() Model m isInitialized + AddOnPointerEnterCallback() usea.graphics.view.ExampleView m_remainingCharge OnEnable() + AddOnPointerExitCallback() m slider MAX CHARGE OnDisable() + AddOnPointerDownCallback() + m_button IncreaseCharge() OnEnable() + AddOnPointerUpCallback() UpdateBar() DecreaseCharge() OnDisable() + OnPointerClick() GetChargeRate() # Initialize() + OnPointerEnter() # Show() + OnPointerExit() # Hide() + OnPointerDown() + OnPointerUp() < ExampleModel, ExampleView > usea.graphics.controller. Controller< ExampleModel, ExampleView > m_model m view m_isInitialized usea.graphics.gui.InteractableGui OnEnable() + + OnEnable() OnDisable() OnDisable() + # Initialize() # Show() # Hide() usea.graphics.controller. ExampleController usea.graphics.gui.Button usea.graphics.gui.Interactable GuiWithValue + boxColour Initialize() + textColour # Show() + AddOnValueChangedCallback() Awake() Hide() # _OnValueChange() SetColourListeners() OnButtonPress() Update()