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Class GazeInteractable

Component applied to GameObjects that can be interacted with using the gaze.

Inheritance

System.Object

GazeInteractable

Namespace: TS.GazeInteraction

Assembly: cs.temp.dll.dll

Syntax

```
public class GazeInteractable : MonoBehaviour
```

Fields

OnGazeActivated

Component applied to GameObjects that can be interacted with using the gaze.

Declaration

```
public UnityEvent OnGazeActivated
```

Field Value

TYPE	DESCRIPTION
UnityEvent	

OnGazeEnter

Component applied to GameObjects that can be interacted with using the gaze.

Declaration

```
public UnityEvent OnGazeEnter
```

Field Value

TYPE	DESCRIPTION
UnityEvent	

OnGazeExit

Component applied to GameObjects that can be interacted with using the gaze.

Declaration

```
public UnityEvent OnGazeExit
```

Field Value

TYPE	DESCRIPTION
UnityEvent	

OnGazeStay

Component applied to GameObjects that can be interacted with using the gaze.

Declaration

```
public UnityEvent OnGazeStay
```

Field Value

TYPE	DESCRIPTION
UnityEvent	

OnGazeToggle

Component applied to GameObjects that can be interacted with using the gaze.

Declaration

```
public UnityEvent<bool> OnGazeToggle
```

Field Value

TYPE	DESCRIPTION
UnityEvent<System.Boolean>	

Properties

IsActivable

Component applied to GameObjects that can be interacted with using the gaze.

Declaration

```
public bool IsActivable { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsActivated

Component applied to GameObjects that can be interacted with using the gaze.

Declaration

```
public bool IsActivated { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsEnabled

Component applied to GameObjects that can be interacted with using the gaze.

Declaration

```
public bool IsEnabled { get; set; }
```

TYPE	DESCRIPTION
System.Boolean	

Methods

Activate()

Invokes the Activated events.

Declaration

```
public void Activate()
```

Enable(Boolean)

Toggles the GameObject.

Declaration

```
public void Enable(bool enable)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	enable	

GazeEnter(GazeInteractor, Vector3)

Called by the GazeInteractor when the gaze enters this Interactable. Invokes the Enter events.

Declaration

```
public void GazeEnter(GazeInteractor interactor, Vector3 point)
```

Parameters

TYPE	NAME	DESCRIPTION
GazeInteractor	interactor	
Vector3	point	

GazeExit(GazeInteractor)

Called by the GazeInteractor when the gaze exits this Interactable. Invokes the Exit events.

Declaration

```
public void GazeExit(GazeInteractor interactor)
```

Parameters

TYPE	NAME	DESCRIPTION
GazeInteractor	interactor	

GazeStay(GazeInteractor, Vector3)

Called by the GazeInteractor while the gaze stays on top of this Interactable. Invokes the Stay events.

Declaration

```
public void GazeStay(GazeInteractor interactor, Vector3 point)
```

Parameters

TYPE	NAME	DESCRIPTION
GazeInteractor	interactor	
Vector3	point	

Events

Activated

Component applied to GameObjects that can be interacted with using the gaze.

Declaration

```
public event GazeInteractable.OnActivated Activated
```

Event Type

TYPE	DESCRIPTION
GazeInteractable.OnActivated	

Enter

Component applied to GameObjects that can be interacted with using the gaze.

Declaration

```
public event GazeInteractable.OnEnter Enter
```

Event Type

TYPE	DESCRIPTION
GazeInteractable.OnEnter	

Exit

Component applied to GameObjects that can be interacted with using the gaze.

Declaration

```
public event GazeInteractable.OnExit Exit
```

Event Type

TYPE	DESCRIPTION
GazeInteractable.OnExit	

Stay

Component applied to GameObjects that can be interacted with using the gaze.

Declaration

```
public event GazeInteractable.OnStay Stay
```

Event Type

TYPE	DESCRIPTION
GazeInteractable.OnStay	

Declaration

```
public event GazeInteractable.OnStay Stay
```

Event Type

TYPE	DESCRIPTION
GazeInteractable.OnStay	

Delegate GazeInteractable.OnActivated

Namespace: TS.GazeInteraction

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void OnActivated(GazeInteractable interactable);
```

Parameters

TYPE	NAME	DESCRIPTION
GazeInteractable	interactable	

Delegate GazeInteractable.OnEnter

Namespace: TS.GazeInteraction

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void OnEnter(GazeInteractable interactable, GazeInteractor interactor, Vector3 point);
```

Parameters

TYPE	NAME	DESCRIPTION
GazeInteractable	interactable	
GazeInteractor	interactor	
Vector3	point	

Delegate GazeInteractable.OnExit

Namespace: TS.GazeInteraction
Assembly: cs.temp.dll.dll

Syntax

```
public delegate void OnExit(GazeInteractable interactable, GazeInteractor interactor);
```

Parameters

TYPE	NAME	DESCRIPTION
GazeInteractable	interactable	
GazeInteractor	interactor	

Delegate GazeInteractable.OnStay

Namespace: TS.GazeInteraction
Assembly: cs.temp.dll.dll

Syntax

```
public delegate void OnStay(GazeInteractable interactable, GazeInteractor interactor, Vector3 point);
```

Parameters

TYPE	NAME	DESCRIPTION
GazeInteractable	interactable	
GazeInteractor	interactor	
Vector3	point	

Class GazeInteractor

Component responsible for managing the gaze interaction.

Inheritance

System.Object

GazeInteractor

Namespace: TS.GazeInteraction

Assembly: cs.temp.dll.dll

Syntax

```
public class GazeInteractor : MonoBehaviour
```

Class GazeReticle

Visual representation of the point of interaction.

Syntax

```
public class GazeReticle : MonoBehaviour
```

Methods

Enable(Boolean)

Toggles the GameObject.

Declaration

```
public void Enable(bool enable)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	enable	

SetInteractor(GazeInteractor)

Assigns the GazeInteractor using this reticle.

Declaration

```
public void SetInteractor(GazeInteractor interactor)
```

Parameters

TYPE	NAME	DESCRIPTION
GazeInteractor	interactor	

SetProgress(Single)

Updates the progress visual indicator.

Declaration

```
public void SetProgress(float progress)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	progress	

SetTarget(RaycastHit)

Assigns the current hit point to adjust the reticle position and rotation.

Declaration

```
public void SetTarget(RaycastHit hit)
```

Parameters

TYPE	NAME	DESCRIPTION
RaycastHit	hit	

Declaration

```
public void SetTarget(RaycastHit hit)
```

Parameters

TYPE	NAME	DESCRIPTION

Class ResourcesManager

Loads assets from the Resources directory.

Inheritance

System.Object

ResourcesManager

Namespace: TS.GazeInteraction

Assembly: cs.temp.dll.dll

Syntax

```
public class ResourcesManager : MonoBehaviour
```

Fields

FILE_PREFAB_RETICLE

Loads assets from the Resources directory.

Declaration

```
public const string FILE_PREFAB_RETICLE = "gaze_reticle"
```

Field Value

TYPE	DESCRIPTION
System.String	

Methods

GetPrefab(String)

Loads and returns the asset specified in file from the Resources directory.

Declaration

```
public static GameObject GetPrefab(string file)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	file	Name of the asset to load. Use one of the constants.

Returns

TYPE	DESCRIPTION
GameObject	Returns the loaded GameObject.