Debugger

DrawLines

Draws an array (or list) of vectors with Unity's `Debug.DrawLine` method. DrawLines contains the same display parameters as Unity's DrawLine method: color, duration and depthTest.

Color: Color of lines.

```
CandyCoded.Debugger.DrawLines(points, Color.red);
```

Duration: Duration lines remains visible.

```
CandyCoded.Debugger.DrawLines(points, Color.red, 1f);
```

DepthTest: Should lines be obscured with objects closer to camera?

```
CandyCoded.Debugger.DrawLines(points, Color.red, 1f, false);
```