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VISUAL RAYCAST

BY SIMPLE MAN

PREPARING SCENE

To see the visual display of Cast operations on the scene, you need an object with a "**Visual Cast Drawer**" component.

USE CAST

The raycast (like boxcast and spherecast) is called with this line:

```
VisualCast.Raycast(originCastPosition, transform.forward, castDistance);
```

This method returns the **CastResult** class - the result of the operation.

You can also use the following code to determine if the ray has hit any obstacle:

```
CastResult result = VisualCast.Raycast(originCastPosition, transform.forward, castDistance);  
if(result) {...}
```

Or

```
if(VisualCast.Raycast(originCastPosition, transform.forward, castDistance)){ ... }
```

PREFERENCES MENU

You can change the standard draw parameters (color, fade time...) in the window Edit -> Preferences -> Simple Man: Visual Raycast.

CUSTOM DRAW PARAMETERS

You can set your custom draw parameters (color, fade time...) by adding the **CustomParams** class as the last parameter in any Cast methods. Example:

```
CustomParams customParams = new CustomParams(Color.White, Color.Blue, 1.5f);  
VisualCast.Raycast(originCastPosition, transform.forward, castDistance, true, customParams);
```