CameraExtensionMethods.Zoom

Smoothly change a camera's FOV from current to target FOV over T seconds.

1. UnityEngine.Camera - camera
2. System.Single - FOV *The target FOV*
3. System.Single - T *The time in seconds taken to reach the target.*

CollectionExtensionMethods.GetRandom

Get a random element from the list.

CollectionExtensionMethods.PopRandom

Remove and return a random element from the list.

CollectionExtensionMethods.Pop

Remove and return a element in the list by index. Out of range indices are wrapped into range.

CollectionExtensionMethods.Get

Return an element from a list by index. Out of range indices are wrapped into range.

ExtCoroutine.#ctor

Create a coroutine with abort suspend and resume functions.

1. System.Collections.IEnumerator - task *The task which will be be run as a coroutine.*

ExtCoroutine.Start

Start executing the coroutine.

ExtCoroutine.Abort

Abort execution of the coroutine.

ExtCoroutine.Suspend

Temporarily suspend the execution of the coroutine.

ExtCoroutine.Resume

Resume a previously suspended coroutine.

GUIX.Begin

Resize all future GUI calls to fit within fixed dimensions.

1. System.Single - width
2. System.Single - height

GUIX.End

Stop resizing the GUI. All future GUI calls will work as normal.

GameObjectExtensionMethods.FindChildren

Returns all child objects whose name contains query.

1. UnityEngine.GameObject - component
2. System.String - query

Returns: System.Collections.IEnumerable

GameObjectExtensionMethods.FindChild

Find the child whose name exactly matches query.

1. UnityEngine.GameObject - component
2. System.String - query

Returns: UnityEngine.GameObject

GameObjectExtensionMethods.Children

Get all direct children of this game object.

1. UnityEngine.GameObject - g

Returns: UnityEngine.GameObject[]

GameObjectExtensionMethods.SetLayer

Set this gameobject and all children to a layer.

1. UnityEngine.GameObject - g
2. System.Int32 - layer

GameObjectExtensionMethods.DefaultComponent

Get a component from a game object, and add it if it is missing.

1. UnityEngine.GameObject - g

GameObjectExtensionMethods.RunCoroutines

Run a number of coroutines in sequence.

1. UnityEngine.GameObject - g
2. System.Collections.IEnumerator[] - tasks

Returns: UnityEngine.Coroutine

GameObjectExtensionMethods.StartCoroutine

Start a coroutine, then run a method when it is finished.

1. System.Collections.IEnumerator - task *The task to run as a couroutine*.
2. System.Action - whenFinished *The action to take when finished*.

Returns: UnityEngine.Coroutine

GameObjectExtensionMethods.StartCoroutine

Run a coroutine, but if it takes too long, abort and call a method.

Returns: UnityEngine.Coroutine

MeshExtensionMethods.Scale

Rescale a mesh uniformly.

1. UnityEngine.Mesh - mesh
2. System.Single - scale

MeshExtensionMethods.Scale

Rescale a mesh non-uniformly.

1. UnityEngine.Mesh - mesh
2. UnityEngine.Vector3 - scale

MeshExtensionMethods.Deform

Deform a mesh randomly by a scaled amount.

1. UnityEngine.Mesh - mesh
2. System.Single - scale

MeshExtensionMethods.FlipNormals

Flip the normals of a mesh.

1. UnityEngine.Mesh - mesh

UnityRectExtensions.Intersects

Test if this rect intersects with another rect.

1. UnityEngine.Rect - rect
2. UnityEngine.Rect - other

Returns: System.Boolean

UnityRectExtensions.Intersects

Test if this rect intersects with any rects in the list.

1. UnityEngine.Rect - rect
2. System.Collections.IEnumerable - rects *The list of rects to check against*.

Returns: System.Boolean

TransformExtensionMethods.MoveTo

Smoothly move to a position over T seconds.

1. UnityEngine.Transform - tx
2. UnityEngine.Vector3 - position *The target position.*
3. System.Single - T *The time taken to move to the target.*

TransformExtensionMethods.RotateTo

Smoothly rotate to face direction over T seconds.

1. UnityEngine.Transform - tx
2. UnityEngine.Vector3 - direction *The target forward direction.*
3. System.Single - T *The time taken to rotate to the target direction.*

TransformExtensionMethods.PivotTo

Pivot on vertical axis to face a direction in degrees.

1. UnityEngine.Transform - tx
2. System.Single - degrees *The target degrees of the vertical axis.*
3. System.Single - T *to move to the target. A*

TransformExtensionMethods.LookAt

Smoothly rotate to look at a position over T seconds.

1. UnityEngine.Transform - tx
2. UnityEngine.Vector3 - position *The target world space position to look at.*
3. System.Single - T *The time taken to rotate to look at the target.*

TransformExtensionMethods.LookAt

Smooth rotate to look at a target over T seconds.

1. UnityEngine.Transform - tx
2. UnityEngine.Transform - target *The transform to look at.*
3. System.Single - T *The time taken to rotate to look at the target.*

TransformExtensionMethods.ScreenRect

Returns a screen rect that is centred over this transform.

1. UnityEngine.Transform - tx
2. System.Single - width *The width of the rectangle.*
3. System.Single - height *The height of the rectangle.*

Returns: UnityEngine.Rect

TransformExtensionMethods.FindClosest

Returns the closest transform from a list of transforms.

1. UnityEngine.Transform - tx
2. System.Collections.IList - list *The list of transforms to search through.*

Returns: UnityEngine.Transform

TransformExtensionMethods.FindFurthest

Returnts the furthest transform from a list of transforms.

1. UnityEngine.Transform - tx
2. System.Collections.IList - list *The list of transforms to search through.*

Returns: UnityEngine.Transform

TransformExtensionMethods.MoveAlong

Smoothly move along a path over T seconds.

1. UnityEngine.Transform - tx
2. System.Collections.IList - path *The list of transforms which make up the the path.*
3. System.Single - T *to move from start to finish. A*

TransformExtensionMethods.MoveAlong

Smoothly move along a path over T seconds, looking at a transform.

1. UnityEngine.Transform - tx
2. System.Collections.IList - path *The list of transforms which make up the path.*
3. System.Single - T *The time taken to move from start to finish.*
4. UnityEngine.Transform - lookAt *The transform to look at while moving.*

TransformExtensionMethods.MoveAlong

Smoothly move along a path over T seconds, optionaly looking forward along the path.

1. UnityEngine.Transform - tx
2. System.Collections.IList - path *The list of transforms which make up the path.*
3. System.Single - T *The time taken to move from start to finish.*
4. System.Boolean - lookAlongPath *If true, always look in the direction of travel.*

TransformExtensionMethods.Shake

Shake by amount units over T seconds.

1. UnityEngine.Transform - tx
2. System.Single - amount *Maximum amount of shake, in world space.*
3. System.Single - T *amount of seconds. A*

TransformExtensionMethods.Shiver

Shiver an object by amount degrees over T seconds.

1. UnityEngine.Transform - tx
2. System.Single - amount *Maximum amount of shiver, in degrees.*
3. System.Single - T *Shiver for this amount of seconds.*

TransformExtensionMethods.PlaceOnPath

Place this transform P (0-1) along path.

1. UnityEngine.Transform - tx
2. System.Collections.IList - path *The list of transforms that make up the path.*
3. System.Single - P *The percentage value (0-1) along the path.*