

## ProjectileThrow Class Reference

### Public Functions

Public void	CheckVector(Vector3 hitPos)
	Given a target position, draws a line of a parabola to the hit position.
Public void	ShootObject(GameObject shootObj, Vector3 hitPos)
	Given a GameObject and a target position, Shoot the object to the target along a parabola trajectory. shootObj requires Rigidbody component.

### Variables

Public bool	useDefaultSetting
	Enables default setting for drawing a trajectory. Set false to customize own setting.
Public bool	showTrajectory
	Enables a trajectory of projectile with line.
Public bool	showTrajectoryVertex
	Enables a trajectory of projectile with a marker object.
Public bool	showTrajectoryAlways
	If true, keep a trajectory after the object has been shot.
Public int	archLineCount
	Count of visible vertices of trajectory line.
Public float	archCalcInterval
	Resolution of trajectory line.
Public float	archHeightLimit
	Y-axis value, line stops to render when a trajectory reaches this height.
Public float	throwAngle
	Angle of shooting
Public GameObject	markPref
	A GameObject used to mark a path of a trajectory in an interval corresponded with archCalcInterval.
Public GameObject	ground
	A GameObject used in a scene as Ground

Public float	startLineWidth
	A width of a start point of line
Public float	endLineWidth
	A width of a end point of line
Public Color	startColor
	A color of a start point of line
Public Color	endColor
	A color of a end point of line
Public float	startAlpha
	An alpha of a start point of line
Public float	endAlpha
	An alpha of a end point of line