author: Igor Chebotar
contact: wolk.fo@gmail.com

MATH CALCULATIONS

BY SIMPLE MAN

Math calculations is a static class that contains mathematical functions that are useful in game development. Put your boring math textbook aside and focus on your creativity! This plugin takes over the entire routine!

HOW TO USE MATH CALCULATIONS?

First, connect the SimpleMan namespace.Extensions via the keyword "using". Then you can call MathCalulations right inside the class method.

Example:

```csharp
using UnityEngine;
using SimpleMan.Extensions;


@ Скрипт Unity | Ссылок: 0
public class MathCalcDemo : MonoBehaviour
{
    //******     FIELDS AND PROPERTIES     ******\\
    [SerializeField]
    private float m_speed = 5;

    [SerializeField]
    private float m_distance = 5;


    private Transform m_satellite;
    private float m_angle;



    //******          METHODS          ******\\
    @ Сообщение Unity | Ссылок: 0
    private void Start()
    {
        //Create satellite sphere
        m_satellite = GameObject.CreatePrimitive(PrimitiveType.Sphere).transform;
        m_satellite.parent = transform;
    }

    @ Сообщение Unity | Ссылок: 0
    void Update()
    {
        //Increace angle
        m_angle += m_speed * Time.deltaTime;


        //Set satellite position
        m_satellite.localPosition = MathCalculations.GetDirectionByAngle(m_distance, m_angle);
    }
}
```