Visual raycast Download

Raycast utilities and visualizer for Unity (all raycast types supported). Not required any additional components or interfaces on your objects. No conflicts with the standard unity raycast.

Author: Igor-Valerii Chebotar **Email:** igor.valerii.chebotar@gmail.com

Requirements

- Simple Man - Utilities

How to install plugin?

Open installer by the click on Tools -> Simple Man -> Master Installer -> [Plugins' name] -> Click 'Install' button. If you don't have one or more of the plugins this plugin depends on, you must install it first.

Quick start

1. Add 'Raycast drawer' game object on your scene by right click inside the 'Hierarchy' window and select 'Raycast Drawer' option.
2. Open your C# class that calls '*Phisics.Raycast*' function (or create new C# MonoBehavior class) and add a '*using SimpleMan.VisualRaycast*' line.
3. Replace standart raycast call on '*Phisics.Raycast*' line on '*this.Raycast*'. See example below:

```
using UnityEngine;
using SimpleMan.VisualRaycast;

public class SomeClass : MonoBehaviour
{
    private void Update()
    {
        //BEFORE:
        if(Physics.Raycast(transform.position, transform.forward))
        {
            //Do some action
        }

        //AFTER:
        if(this.Raycast(transform.position, transform.forward))
        {
            //Do some action
        }
    }
}
```

4. Done! All examples you also can find in 'Demo' package.

Using box and sphere casts

1. Follow the above written steps
2. Use '*this.Spherecast*' or '*this.Boxcast*' instead of '*this.Raycast*'.
3. Done!

Using box and sphere overlap functions

1. Follow the above written steps
2. Use '*this.SphereOverlap*' or '*this.BoxOverlap*'.
3. Done!

Can I use layer masks and other standard raycast arguments?

Sure! Visual raycast has all arguments of classic raycast. Also it has '*ignoreSelf*' parameter. It switched on by default. Switch it off, if your caster game object needs to cast itself.

Extension functions for the 'Component'

You can use this functions from each of your MonoBehavior classes. **Don't forget to write '*this.*' keyword to use exension functions.**

Methods

Function name	Description
Raycast	Make ray cast
Boxcast	Make box cast (sphere on end of line)
Spherecast	Make sphere cast (sphere on end of line)
BoxOverlap	Check the area by box

Function name	Description
SphereOverlap	Check the area by sphere

Visual raycast drawer component

Handles visualization of raycast operations

Properties

Property name	Description
Instance	Static property with current class instance
FadeTime	Visualization lifetime
HitIndicatorScale	Scale of hit indicators (small spheres)
HitColor	Color of casts, that hit something
NoHitColor	Color of casts, that hit not anything