${\bf LayerMask}$

 ${\bf Contains} \quad {\bf Tests} \ {\bf LayerMask} \ {\bf for} \ {\bf the} \ {\bf supplied} \ {\bf Layer} \ {\bf name} \ {\bf or} \ {\bf int}.$

```
LayerMask layerMask = ~0;
Debug.Log(layerMask.Contains("Water")); // true
LayerMask layerMask = ~0;
Debug.Log(layerMask.Contains(4)); // true
```