

SgtFloatingWarpPin

This component moves Rect above the currently picked SgtFloatingTarget. You can tap/click the screen to update the picked target.

PickDistance

The maximum distance between the tap/click point at the SgtWarpTarget in scaled screen space.

CurrentTarget

The currently picked target.

Parent

The parent rect of the pin.

Rect

The main rect of the pin that will be placed on the screen on top of the CurrentTarget.

Title

The name of the pin.

Group

The group that will control hide/show of the pin.

Warp

The warp component that will be used.

HidelfTooClose

The the pin if we're within warping distance?

1. SgtFloatingWarpPin

- 1. [PickDistance](#)
- 2. [CurrentTarget](#)
- 3. [Parent](#)
- 4. [Rect](#)
- 5. [Title](#)
- 6. [Group](#)
- 7. [Warp](#)
- 8. [HideIfTooClose](#)