

{MonoBehaviour
||}



```
{UnitFieldOfView
|+ m_radius
+ m_engagementRanged
+ m_angle
+ m_targetLayer
+ m_obstructionLayer
+ m_obstructionOnlyLayer
+ visibleTargets
+ m_meshResolution
+ edgeResolveIterations
+ edgeDstThreshold
+ maskCutawayDst
+ viewMeshFilter
+ m_target
+ m_enemySpotted
- viewMesh
- m_unitShooting
- m_targetsInView
|+ DirFromAngle()
- Start()
- FindVisibleTargets()
- OnDrawGizmos()
- LateUpdate()
- FindTargetsWithDelay()
- DrawFieldOfView()
- FindEdge()
- ViewCast()
}
```