In the name of God

How to use it?

Attach the "VisionController" script to any object you want from this path in the Project window:
Vision Controller/0_Scripts/VisionController

Then you may get an error because the Vision Factory field is empty.
As in the image below, click on the specific point in the image and choose one of the vision mode factories that you want. Then, the error must be fixed.

Vision mode: Determined how to calculate the vision.
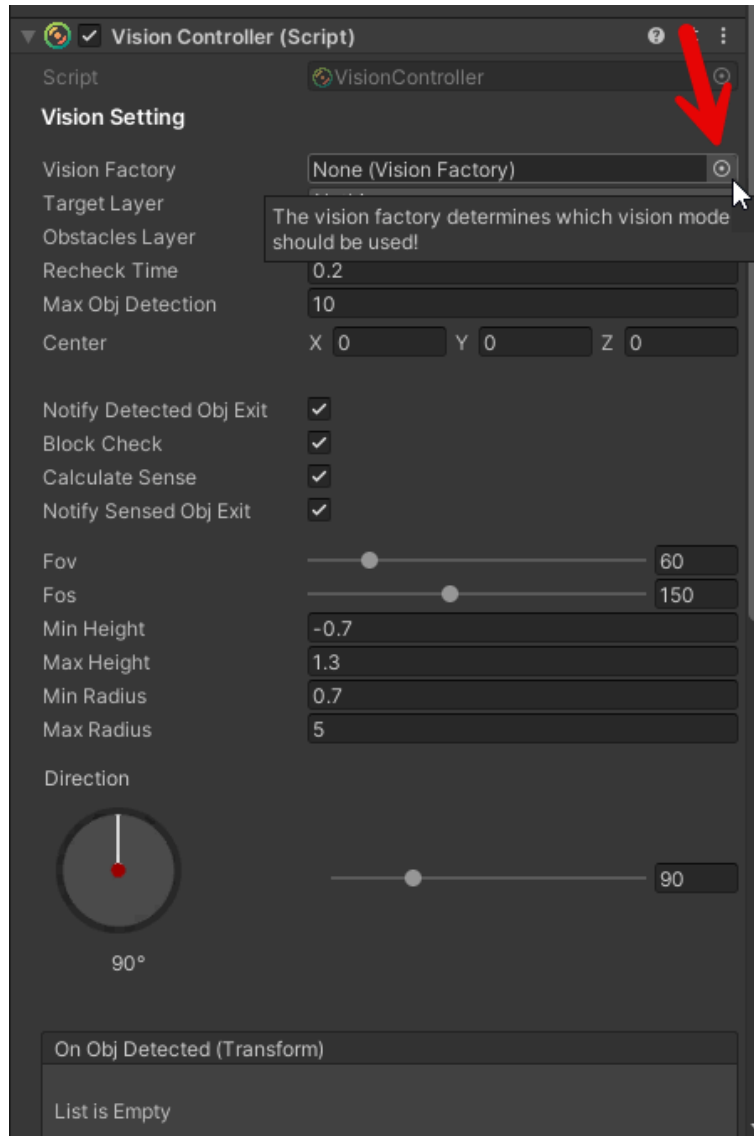
After that the Vision Controller will be ready and you can change the properties as you want.

Most of the properties have tooltips and you can put the cursor on each one and read its tooltip.

Important notes

1. Don't change the organisation or placement of anything in the "Vision Controller" folder.

2. The layer of the children of the object that the "VisionController" script attached to and the raycast can collision them, must not match the Target Layer and Obstacles Layer fields.

3. Unchecked the "Notify Detected Obj Exit" checkpoint when you don't need notify when an object goes outside of the vision area because it has an extra calculation.

4. Unchecked the "Block Check" checkpoint when you don't need to check whether the object is blocked by something, because it has an extra calculation.

5. Unchecked the "Calculate Sense" checkpoint when you don't need the sense feature because it has an extra calculation.

6. Unchecked the "Notify Sensed Obj Exit" checkpoint when you don't need notify when an object goes outside of the sense area because it has an extra calculation.

7. The Sense feature always checks whether the sensed object is blocked by something.