Visual Debugging

1.0.3

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Debug class for drawing 2D shapes.

Static Public Member Functions

- static void DrawSquare (Vector2 position, float uniformScale, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 2D Axis-Aligned square.
- static void DrawSquare (Vector2 position, float uniformScale, float rotation, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 2D square.
- static void DrawRectangle (Vector2 position, Vector2 nonuniformScale, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 2D Axis-Aligned rectangle.
- static void DrawRectangle (Vector2 position, Vector2 nonuniformScale, float rotation, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 2D rectangle.

- static void DrawCircle (Vector2 position, float uniformScale, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 2D circle.
- static void DrawCircle (Vector2 position, float uniformScale, float rotation, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 2D circle.
- static void DrawEllipse (Vector2 position, Vector2 nonuniformScale, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 2D ellipse.
- static void DrawEllipse (Vector2 position, Vector2 nonuniformScale, float rotation, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 2D ellipse.
- static void DrawHemicircle (Vector2 position, float uniformScale, Color color=default(Color), float duration=0f, bool depthTest=true)

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  Draws a 2D hemicircle.
- static void DrawHemiellipse (Vector2 position, Vector2 nonuniformScale, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 2D hemiellipse.
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- static void DrawArrow (Vector2 position, Vector2 direction, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 2D pointer that points at things.
- static void DrawCapsule (Vector2 position, float uniformScale, float height, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 2D Capsule.
- static void DrawCapsule (Vector2 position, float uniformScale, float height, float rotation, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 2D Capsule.
- static void DrawFOV (Vector2 position, Vector2 direction, float viewAngle, float distance, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 2D Field of View.
- static void DrawPath (Vector2[] path, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 2D path.

Static Private Member Functions

- static Vector2 FindPointOnCircle (float radius, float theta)

  Finds the point on a circle.
- static Vector2 FindPointOnEllipse (Vector2 radii, float theta)

  Finds the point on an ellipse.
- static Vector2 Rotate2DPoint (Vector2 point, float theta)

  Rotates a 2D point counter-clockwise.

Private Attributes

- const int SIDES = 40

  The number of sides to use for round shapes.
- const float TWOPI = 2f * Mathf.PI

  Twice the value of Pi.

2.1.1 Detailed Description

Debug class for drawing 2D shapes.

2.1.2 Member Function Documentation

2.1.2.1 static void DebugViz2D.DrawArrow (Vector2 *position*, Vector2 *direction*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 2D pointer that points at things.

Parameters

position	Position.
direction	Direction.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.1.2.2 static void DebugViz2D.DrawCapsule (Vector2 *position*, float *uniformScale*, float *height*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 2D Capsule.

Parameters

position	Center position of the object.
uniformScale	Uniform scale.
height	Height.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.1.2.3 static void DebugViz2D.DrawCapsule (Vector2 *position*, float *uniformScale*, float *height*, float *rotation*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 2D Capsule.

Parameters

position	Center position of the object.
uniformScale	Uniform scale.
height	Height.
rotation	Rotation in radians.
color	Color of the shape.
duration	Duration of the shape.

depthTest	If set to `true` depth test.

2.1.2.4 static void DebugViz2D.DrawCircle (Vector2 *position*, float *uniformScale*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 2D circle.

Parameters

position	Center position of the object.
uniformScale	Uniform Scale.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.1.2.5 static void DebugViz2D.DrawCircle (Vector2 *position*, float *uniformScale*, float *rotation*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 2D circle.

Parameters

position	Center position of the object.
uniformScale	Uniform scale.
rotation	Rotation in radians.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.1.2.6 static void DebugViz2D.DrawEllipse (Vector2 *position*, Vector2 *nonuniformScale*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 2D ellipse.

Parameters

position	Center position of the object.
nonuniformScale	Non-uniform Scale.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.1.2.7 static void DebugViz2D.DrawEllipse (Vector2 *position*, Vector2 *nonuniformScale*, float *rotation*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 2D ellipse.

Parameters

position	Center position of the object.
nonuniformScale	Non-uniform scale.
rotation	Rotation in radians.
color	Color of the shape.
duration	Duration of the shape.

depthTest	If set to `true` depth test.

2.1.2.8 static void DebugViz2D.DrawFOV (Vector2 *position*, Vector2 *direction*, float *viewAngle*, float *distance*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 2D Field of View.

Parameters

position	Anchor position.
direction	Direction.
viewAngle	View angle in radians.
distance	Distance.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.1.2.9 static void DebugViz2D.DrawHemicircle (Vector2 *position*, float *uniformScale*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 2D hemicircle.

Parameters

position	Position.
uniformScale	Uniform scale.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.1.2.10 static void DebugViz2D.DrawHemicircle (Vector2 *position*, float *uniformScale*, float *rotation*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 2D hemicircle.

Parameters

position	Position.
uniformScale	Uniform scale.
rotation	Rotation in radians.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.1.2.11 static void DebugViz2D.DrawHemiellipse (Vector2 *position*, Vector2 *nonuniformScale*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 2D hemiellipse.

Parameters

position	Position.
nonuniformScale	Non-uniform scale.
color	Color of the shape.
duration	Duration of the shape.

depthTest	If set to `true` depth test.

2.1.2.12 static void DebugViz2D.DrawHemiellipse (Vector2 *position*, Vector2 *nonuniformScale*, float *rotation*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 2D hemiellipse.

Parameters

position	Position.
nonuniformScale	Non-uniform scale.
rotation	Rotation in radians.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.1.2.13 static void DebugViz2D.DrawMarker (Vector2 *position*, float *scale*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 2D point.

Parameters

position	Center position of the object.
scale	Scale.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.1.2.14 static void DebugViz2D.DrawPath (Vector2[] *path*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 2D path.

Parameters

path	The points along the path.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.1.2.15 static void DebugViz2D.DrawRectangle (Vector2 *position*, Vector2 *nonuniformScale*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 2D Axis-Aligned rectangle.

Parameters

position	Center position of the object.
nonuniformScale	Non-uniform Scale.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.1.2.16 static void DebugViz2D.DrawRectangle (Vector2 *position*, Vector2 *nonuniformScale*, float *rotation*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 2D rectangle.

Parameters

position	Center position of the object.
nonuniformScale	Nonuniform scale.
rotation	Rotation in radians.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.1.2.17 static void DebugViz2D.DrawSquare (Vector2 *position*, float *uniformScale*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 2D Axis-Aligned square.

Parameters

position	Center position of the object.
uniformScale	Uniform Scale.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.1.2.18 static void DebugViz2D.DrawSquare (Vector2 *position*, float *uniformScale*, float *rotation*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 2D square.

Parameters

position	Center position of the object.
uniformScale	Uniform scale.
rotation	Rotation in radians.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.1.2.19 static Vector2 DebugViz2D.FindPointOnCircle (float *radius*, float *theta*) [static],[private]

Finds the point on a circle.

Returns

The point on circle.

Parameters

radius	Radius.
theta	Angle in radians.

2.1.2.20 static Vector2 DebugViz2D.FindPointOnEllipse (Vector2 *radii*, float *theta*) [static],[private]

Finds the point on an ellipse.

Returns

The point on ellipse.

Parameters

radii	Radii.
theta	Angle in radians.

2.1.2.21 static Vector2 DebugViz2D.Rotate2DPoint (Vector2 *point,* float *theta*) [static],[private]

Rotates a 2D point counter-clockwise.

Returns

The 2D point.

Parameters

point	Point.
theta	Angle in Radians.

2.1.3 Member Data Documentation

2.1.3.1 const int DebugViz2D.SIDES = 40 [private]

The number of sides to use for round shapes.

2.1.3.2 const float DebugViz2D.TWOPI = 2f * Mathf.PI [private]

Twice the value of Pi.

The documentation for this class was generated from the following file:

- Assets/Visual Debugging/DebugViz2D.cs

2.2 DebugViz3D Class Reference

Debug class for drawing 3D shapes.

Static Public Member Functions

- static void DrawCube (Vector3 position, float uniformScale, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 3D Axis-Aligned cube.
- static void DrawCube (Vector3 position, float uniformScale, Quaternion rotation, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 3D cube.
- static void DrawCuboid (Vector3 position, Vector3 nonuniformScale, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 3D Axis-Aligned cuboid.
- static void DrawCuboid (Vector3 position, Vector3 nonuniformScale, Quaternion rotation, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 3D cuboid.
- static void DrawSphere (Vector3 position, float uniformScale, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 3D Axis-Aligned sphere.
- static void DrawSphere (Vector3 position, float uniformScale, Quaternion rotation, Color color=default(Color), float duration=0f, bool depthTest=true)

Draws a 3D sphere.

- static void DrawEllipsoid (Vector3 position, Vector3 nonuniformScale, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 3D Axis-Aligned ellipsoid.
- static void DrawEllipsoid (Vector3 position, Vector3 nonuniformScale, Quaternion rotation, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 3D ellipsoid.
- static void DrawCapsule (Vector3 position, float uniformScale, float height, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 3D Y-Axis-Aligned capsule.
- static void DrawCapsule (Vector3 position, float uniformScale, Quaternion rotation, float height, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 3D capsule.
- static void DrawCone (Vector3 position, Vector2 nonuniformScale, float height, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 3D Axis-Aligned cone.
- static void DrawCone (Vector3 position, Vector2 nonuniformScale, Quaternion rotation, float height, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 3D cone.
- static void DrawCylinder (Vector3 position, float uniformScale, float height, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 3D Y-Axis-Aligned cylinder.
- static void DrawCylinder (Vector3 position, float uniformScale, Quaternion rotation, float height, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 3D cylinder.
- static void DrawHemisphere (Vector3 position, float uniformScale, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 3D hemisphere.
- static void DrawHemisphere (Vector3 position, float uniformScale, Quaternion rotation, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 3D hemisphere.
- static void DrawHemiellipsoid (Vector3 position, Vector3 nonuniformScale, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 3D Axis-Aligned hemiellipsoid.
- static void DrawHemiellipsoid (Vector3 position, Vector3 nonuniformScale, Quaternion rotation, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 3D hemiellipsoid.
- static void DrawFOV (Vector3 position, Quaternion rotation, float viewAngle, float distance, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a Cone to mimick a Field Of View.
- static void DrawMarker (Vector3 position, float uniformScale, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a point in 3D space.
- static void DrawPlane (Vector3 position, Quaternion rotation, Vector2 nonuniformScale, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 2D plane in 3D space.
- static void DrawDisk (Vector3 position, Quaternion rotation, Vector2 nonuniformScale, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 2D disk in 3D space.
- static void DrawArrow (Vector3 position, Vector3 direction, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 3D directional arrow.
- static void DrawPath (Vector3[] path, Color color=default(Color), float duration=0f, bool depthTest=true)

  Draws a 3D path.

Static Private Member Functions

- static Vector3 FindPointOnSphere (float radius, float theta, float phi)

  Finds the point on a sphere.
- static Vector3 FindPointOnEllipsoid (Vector3 radii, float theta, float phi)

  Finds the point on an ellipsoid.

Private Attributes

- const int SIDES = 40

  The number of sides to use for round shapes.
- const float TWOPI = 2f ∗ Mathf.PI

  Twice the value of Pi.
- const float HALFPI = Mathf.PI / 2f

  Half the value of Pi.

2.2.1 Detailed Description

Debug class for drawing 3D shapes.

2.2.2 Member Function Documentation

2.2.2.1 static void DebugViz3D.DrawArrow (Vector3 *position*, Vector3 *direction*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 3D directional arrow.

Parameters

position	Start of the arrow.
direction	Direction of the Arrow.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.2 static void DebugViz3D.DrawCapsule (Vector3 *position*, float *uniformScale*, float *height*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 3D Y-Axis-Aligned capsule.

Parameters

position	Center position of the object.
uniformScale	Uniform scale.
height	Height.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.3 static void DebugViz3D.DrawCapsule (Vector3 *position*, float *uniformScale*, Quaternion *rotation*, float *height*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 3D capsule.

Parameters

position	Center position of the object.
uniformScale	Uniform scale.
rotation	Rotation.
height	Height.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.4 static void DebugViz3D.DrawCone (Vector3 *position*, Vector2 *nonuniformScale*, float *height*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 3D Axis-Aligned cone.

Parameters

position	Center position of the object.
nonuniformScale	x is the +Y scale, and y is the -Y scale.
height	Height.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.5 static void DebugViz3D.DrawCone (Vector3 *position*, Vector2 *nonuniformScale*, Quaternion *rotation*, float *height*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 3D cone.

Parameters

position	Center position of the object.
nonuniformScale	x is the +Y scale, and y is the -Y scale.
rotation	Rotation.
height	Height.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.6 static void DebugViz3D.DrawCube (Vector3 *position*, float *uniformScale*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 3D Axis-Aligned cube.

Parameters

position	Center position of the cube.
uniformScale	Uniform Scale.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.7 static void DebugViz3D.DrawCube (Vector3 *position*, float *uniformScale*, Quaternion *rotation*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 3D cube.

Parameters

position	Center position of the cube.
uniformScale	Uniform scale.
rotation	Rotation.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.8 static void DebugViz3D.DrawCuboid (Vector3 *position*, Vector3 *nonuniformScale*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 3D Axis-Aligned cuboid.

Parameters

position	Center position of the object.
nonuniformScale	Nonuniform scale.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.9 static void DebugViz3D.DrawCuboid (Vector3 *position*, Vector3 *nonuniformScale*, Quaternion *rotation*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 3D cuboid.

Parameters

position	Center position of the object.
nonuniformScale	Non-uniform scale.
rotation	Rotation.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.10 static void DebugViz3D.DrawCylinder (Vector3 *position*, float *uniformScale*, float *height*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 3D Y-Axis-Aligned cylinder.

Parameters

position	Center position of the object.
uniformScale	Uniform scale.
height	Height.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.11 static void DebugViz3D.DrawCylinder (Vector3 *position*, float *uniformScale*, Quaternion *rotation*, float *height*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 3D cylinder.

Parameters

position	Center position of the object.
uniformScale	Uniform scale.
rotation	Rotation.
height	Height.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.12 static void DebugViz3D.DrawDisk (Vector3 *position*, Quaternion *rotation*, Vector2 *nonuniformScale*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 2D disk in 3D space.

Parameters

position	Center of the Ellipse.
rotation	Rotation.
nonuniformScale	Nonuniform scale.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.13 static void DebugViz3D.DrawEllipsoid (Vector3 *position*, Vector3 *nonuniformScale*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 3D Axis-Aligned ellipsoid.

Parameters

position	Center position of the object.
nonuniformScale	Nonuniform scale.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.14 static void DebugViz3D.DrawEllipsoid (Vector3 *position*, Vector3 *nonuniformScale*, Quaternion *rotation*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 3D ellipsoid.

Parameters

position	Center position of the object.
nonuniformScale	Non-uniform scale.
rotation	Rotation.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.15 static void DebugViz3D.DrawFOV (Vector3 *position*, Quaternion *rotation*, float *viewAngle*, float *distance*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a Cone to mimick a Field Of View.

Parameters

position	Position.
rotation	Rotation.
viewAngle	View angle in radians (0,PI).
distance	Distance.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.16 static void DebugViz3D.DrawHemiellipsoid (Vector3 *position,* Vector3 *nonuniformScale,* Color *color =* `default(Color)`, float *duration =* `0f`, bool *depthTest =* `true`) [static]

Draws a 3D Axis-Aligned hemiellipsoid.

Parameters

position	Bottom of the hemisphere.
nonuniformScale	Non-uniform scale.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.17 static void DebugViz3D.DrawHemiellipsoid (Vector3 *position,* Vector3 *nonuniformScale,* Quaternion *rotation,* Color *color =* `default(Color)`, float *duration =* `0f`, bool *depthTest =* `true`) [static]

Draws a 3D hemiellipsoid.

Parameters

position	Bottom of the hemisphere.
nonuniformScale	Non-uniform scale.
rotation	Rotation.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.18 static void DebugViz3D.DrawHemisphere (Vector3 *position,* float *uniformScale,* Color *color =* `default(Color)`, float *duration =* `0f`, bool *depthTest =* `true`) [static]

Draws a 3D hemisphere.

Parameters

position	Bottom of the hemisphere.
uniformScale	Uniform scale.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.19 static void DebugViz3D.DrawHemisphere (Vector3 *position,* float *uniformScale,* Quaternion *rotation,* Color *color =* `default(Color)`, float *duration =* `0f`, bool *depthTest =* `true`) [static]

Draws a 3D hemisphere.

Parameters

position	Bottom of the hemisphere.
uniformScale	Uniform scale.
rotation	Rotation.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.20 static void DebugViz3D.DrawMarker (Vector3 *position*, float *uniformScale*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a point in 3D space.

Parameters

position	Center position of the object.
uniformScale	Uniform scale.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.21 static void DebugViz3D.DrawPath (Vector3[] *path*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 3D path.

Parameters

path	Path.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.22 static void DebugViz3D.DrawPlane (Vector3 *position*, Quaternion *rotation*, Vector2 *nonuniformScale*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 2D plane in 3D space.

Parameters

position	Center position of the object.
rotation	Rotation of the plane.
nonuniformScale	Non-uniform scale.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.23 static void DebugViz3D.DrawSphere (Vector3 *position*, float *uniformScale*, Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 3D Axis-Aligned sphere.

Parameters

position	Center position of the sphere.
uniformScale	Uniform scale.

color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.24 static void DebugViz3D.DrawSphere (Vector3 *position,* float *uniformScale,* Quaternion *rotation,* Color *color* = `default(Color)`, float *duration* = `0f`, bool *depthTest* = `true`) [static]

Draws a 3D sphere.

Parameters

position	Center position of the sphere.
uniformScale	Uniform scale.
rotation	Rotation.
color	Color of the shape.
duration	Duration of the shape.
depthTest	If set to `true` depth test.

2.2.2.25 static Vector3 DebugViz3D.FindPointOnEllipsoid (Vector3 *radii,* float *theta,* float *phi*) [static], [private]

Finds the point on an ellipsoid.

Returns

The point on an ellipsoid.

Parameters

radii	Radii.
theta	Theta in radians.
phi	Phi in radians.

2.2.2.26 static Vector3 DebugViz3D.FindPointOnSphere (float *radius,* float *theta,* float *phi*) [static], [private]

Finds the point on a sphere.

Returns

The point on a sphere.

Parameters

radius	Radius.
theta	Theta in radians.
phi	Phi in radians.

2.2.3 Member Data Documentation

2.2.3.1 const float DebugViz3D.HALFPI = Mathf.PI / 2f [private]

Half the value of Pi.

2.2.3.2 const int DebugViz3D.SIDES = 40 [private]

The number of sides to use for round shapes.

2.2.3.3 const float DebugViz3D.TWOPI = 2f * Mathf.PI [private]

Twice the value of Pi.

The documentation for this class was generated from the following file:

- Assets/Visual Debugging/DebugViz3D.cs