Physics Debug Extension

Rotary Heart

Version: 1.1

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Description:

This is a lightweight extension to the physics class that adds the ability to preview casts, checks and overlaps. It works with all the available functions that the UnityEngine Physics have.

Setup:

To use simply add the PhyiscsExtension folder to your project (which is on the package). It doesn't need to be on root of your project, so feel free to move it wherever you want.

How to use:

The system calls are the same as Physics calls. The only difference is that all the functions include the following optional parameters:

1. `PreviewCondition` `preview`: Indicates how you want to preview the information, it could be one of the followings
   a. *None:* Ignores any additional preview code and calls Unity Physics directly.
   b. *Editor:* Can only be viewed from the editor (it uses Debug.Draw calls)
   c. *Game:* Uses GLDebug to draw lines using GL. This allows the lines to be viewed from the game Camera.
2. `float` `drawDuration`: For how long the lines will be drawn, if it's set to 0 it will be drawn for 1 frame.
3. `Color` `hitColor`: What color will the lines be drawn when it hits something. Default is green

4. **Color `noHitColor`**: What color will the lines be drawn if it doesn't hit any color. Default is red

Additional Notes:

GLDebug source code can be found at the following link https://gitlab.com/RotaryHeart-UnityShare/GLDebug/tree/master/ It's not included on the package for easier implementation only.