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using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class RayCast : MonoBehaviour
{
    [SerializeField]
    public GameObject boolet;
    public GameObject traser;
    private float speedTraser=10f;
    //private float speedBoolet=15f;

    Rigidbody bullet;

    void Start()
    {
        }
    float timeClick = 0f;
    [SerializeField]
    float[] _booletScale = new float[3];
    void LateUpdate()
    {
        traser.gameObject.SetActive(false);
        //boolet.gameObject.SetActive(false);
        if (Input.GetMouseButton(0))//???? ???? ????
        {
            timeClick += Time.deltaTime / 2;
            traser.gameObject.SetActive(true);//????? ????
            //boolet.gameObject.SetActive(true);
            traser.gameObject.transform.Translate(Vector3.forward *
speedTraser * Time.deltaTime);//???? ????
            boolet.transform.localScale += Vector3.one * Time.deltaTime /
2;
            _booletScale[0] = boolet.transform.localScale.x;
            _booletScale[1] = boolet.transform.localScale.y;
            _booletScale[2] = boolet.transform.localScale.z;
            //print("FIRST:\t"+_booletScale[0]+\t"+
_booletScale[1]+\t"+ _booletScale[2]);
            traser.transform.localScale = new
Vector3(traser.transform.localScale.x-Time.deltaTime/20,
traser.transform.localScale.y, traser.transform.localScale.z);

        }
        else
        {
            {//????? ???? ???? ???? ???? ???? ???? ???? ????
            ???? ???? ???? ???? ???? ???? ???? ???? ????
            traser.gameObject.transform.position = new Vector3(6.74f,
0.557f, -18.19f);
            traser.transform.localScale = new Vector3(0.1f, 1f, 2f);

            boolet.gameObject.transform.position = new Vector3(6.8f, 1f,
-16.5f);
            boolet.transform.localScale = new Vector3(0.5f, 0.5f, 0.5f);
        }
        }
    }
}

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        if (Input.GetMouseButtonUp(0))//???? 2????? ???? ?????
    {
        Ray ray = new Ray(transform.position, transform.forward *
200);
        Debug.DrawLine(transform.position, transform.forward * 200,
Color.black);
        RaycastHit _hit;// ?????? ?????????????? ???? ? ????
????? ? ?????? ?????????????? ???

        //boolet.gameObject.transform.localScale.Set(_booletScale[0],
_booletScale[1], _booletScale[2]);

        bullet = Instantiate(boolet, boolet.transform.position,
Quaternion.identity).GetComponent<Rigidbody>();//????????????? ????
??????? ?????? ?????????????????????
        bullet.velocity =
transform.TransformDirection(Vector3.forward * 15);//?????????
???????????????????? ???? ??
        if(bullet.transform.tag== "ShootObject")
        {
            bullet.gameObject.GetComponent<Renderer>().material.color
= Color.yellow;
        }

        //?? ??????? ????(?????????) ? ??????, ? ?????????
???????????????? ? ?????????????? ? _hit
        if (Physics.Raycast(ray, out _hit, Mathf.Infinity)) //Raycast
???????????? ? 1 ?????? ? ?????????????????? ??? ?????? RaycastAll
???????????? ????????????? ? ????????????? ?????????
        {
            if (_hit.transform.tag == "ShootObject")//????? ??
?????????, ? ??? ???? ????????? ?????? ???
            {

_hit.collider.gameObject.GetComponent<Renderer>().material.color =
Color.red;

                float dist =
Vector3.Distance(_hit.transform.position, boolet.transform.position);
                //print("Shoot:\t" + _hit.transform.position +
"boolet:" + boolet.gameObject.transform.position + "Distance=" + dist);
                if (dist < 5)
                {

_hit.collider.gameObject.GetComponent<Renderer>().material.color =
Color.black;

                    Destroy(_hit.collider.gameObject, 1f);

                }

                //bullet.AddForce(new Vector3(0f,0f,50f),
ForceMode.VelocityChange);

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//Destroy(_hit.transform.gameObject);//
}

//Instantiate(boolet, new
Vector3(_hit.transform.position.x, _hit.transform.position.y,
_hit.transform.position.z), Quaternion.identity);

//Destroy(boolet.transform.gameObject, 5f);//
}

//////////////////////////////////////!!!!!!!!!!
!!!!!!!!!!////////////////////////////////////

//if(_hit.collider.gameObject.GetComponent<Renderer>().material.color==Co
lor.red)

//{ }

//
}

//
}

//RaycastHit[] hits = Physics.RaycastAll(ray,
Mathf.Infinity);//
}

//foreach(var hit in hits)
//{
//    print(_hit.transform.name);//
}

//    if(_hit.transform.tag == "ShootObject")
//    {
//        Destroy(_hit.transform.gameObject);
//    }
//}

//
}

//if (Physics.Raycast(ray, out _hit, Mathf.Infinity,
LayerMask.GetMask("Default"))) //Raycast
}

//    if (Physics.Raycast(ray, out _hit,
Mathf.Infinity, 1<<8))//Raycast
}

//{
//    if (_hit.transform.tag == "ShootObject")//
}

//    {
//
//        Destroy(_hit.transform.gameObject);//
//    }

//}

}

}

void Update()

```

