

Aim Assist Pro

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Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

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Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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IEquatable	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Target.AimAssistTarget	19
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.IPlayerPhysicsInfo	33
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.CharacterControllerInfo	32
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.RigidbodyInfo	41
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Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.Magnetism	34
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.PrecisionAim.PrecisionAim	38
Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim.AutoAim	26
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UnityEvent	
Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.NotifyTargetFound	38

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssistBase	15
Base class for all aim assist classes that handles the setup of the target selector.	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Model.AimAssistResult	17
Contains output from the aim assist calculations	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Target.AimAssistTarget	19
GameObjects with this component can be targeted by the Aim Assist component to adjust the aim.	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimEaseIn.AimEaseIn	21
Picks a more dominant axis for look input (horizontal or vertical) and downscales the other axis by a given factor	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimLock.AimLock	22
Smoothly rotates the player towards the target. A curve is available to smooth out the rotation and allow some wiggle room.	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimLock.AimLockInput	24
Input data to pass to the AimLock	
Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim.AutoAim	26
Adjusts the player's aim so that the look input is changed to looking at the target	
Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim.AutoAimInput	28
Input for the AutoAim aim assist.	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Cache< T >	29
Improve performance by storing which game objects have certain components on them	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.CharacterControllerInfo	32
Physics information from the Character Controller.	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.IPlayerPhysicsInfo	33
Physics information on the player	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.Magnetism	34
Compensates for the player's strafe by loosely following the target while it's still in assist range	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.MagnetismInput	36
Contains data needed for the magnetism aim assist to work.	
Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.NotifyTargetFound	38
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.PrecisionAim.PrecisionAim	38
Slows down the look input using a curve to ease up aim on the target.	
Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.PrecisionAim.PrecisionAimInput	40
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.RigidbodyInfo	41
Physics information from the Rigidbody.	

Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.SelectedTargetStore	
Contains logic that handles the selection of a single target and calling its notification events . .	42
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.TargetSelector	
Finds and selects a given target for the aim assists and invokes events on the target if any are defined	43
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.TargetSelectorDebugDrawer	
Debug drawer that shows what the target selector sees in the Scene view.	45

Chapter 4

File Index

4.1 File List

Here is a list of all files with brief descriptions:

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AimEaseIn/AimEaseIn.cs	47
AimLock/AimLock.cs	48
AimLock/AimLockInput.cs	48
AutoAim/AutoAim.cs	48
AutoAim/AutoAimInput.cs	49
Helper/Cache.cs	49
Helper/PlayerControlType.cs	50
Helper/SelectedTargetStore.cs	51
Helper/Utils.cs	51
Helper/Info/CharacterControllerInfo.cs	49
Helper/Info/PlayerPhysicsInfo.cs	50
Helper/Info/RigidbodyInfo.cs	50
Magnetism/Magnetism.cs	51
Magnetism/MagnetismInput.cs	52
Model/AimAssistResult.cs	52
PrecisionAim/PrecisionAim.cs	52
PrecisionAim/PrecisionAimInput.cs	53
Target/AimAssistTarget.cs	53
TargetSelector/NotifyTargetFound.cs	53
TargetSelector/TargetSelector.cs	54
TargetSelector/TargetSelectorDebugDrawer.cs	54

Chapter 5

Namespace Documentation

5.1 Agoston_R Namespace Reference

Namespaces

- namespace [Aim_Assist_Pro](#)

5.2 Agoston_R.Aim_Assist_Pro Namespace Reference

Namespaces

- namespace [Scripts](#)

5.3 Agoston_R.Aim_Assist_Pro.Scripts Namespace Reference

Namespaces

- namespace [AimAssistCode](#)

5.4 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode Namespace Reference

Namespaces

- namespace [AimEaseIn](#)
- namespace [AimLock](#)
- namespace [Helper](#)
- namespace [Magnetism](#)
- namespace [Model](#)
- namespace [PrecisionAim](#)
- namespace [Target](#)
- namespace [TargetSelector](#)

Classes

- class [AimAssistBase](#)

Base class for all aim assist classes that handles the setup of the target selector.

5.5 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimEaseIn Namespace Reference

Classes

- class [AimEaseIn](#)

Picks a more dominant axis for look input (horizontal or vertical) and downscales the other axis by a given factor.

5.6 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimLock Namespace Reference

Classes

- class [AimLock](#)

Smoothly rotates the player towards the target. A curve is available to smooth out the rotation and allow some wiggle room.

- struct [AimLockInput](#)

Input data to pass to the [AimLock](#).

5.7 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper Namespace Reference

Namespaces

- namespace [Info](#)

Classes

- class [Cache](#)

Improve performance by storing which game objects have certain components on them.

- class [SelectedTargetStore](#)

Contains logic that handles the selection of a single target and calling its notification events.

- class [Utils](#)

Contains additional logic for the aim assist.

Enumerations

- enum [PlayerControlType](#) { [CharacterController](#) , [Rigidbody](#) }

Determines which control type the player uses.

5.7.1 Enumeration Type Documentation

5.7.1.1 PlayerControlType

enum [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.PlayerControlType](#)

Determines which control type the player uses.

Enumerator

CharacterController	
Rigidbody	

5.8 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info Namespace Reference

Classes

- class [CharacterControllerInfo](#)
Physics information from the Character Controller.
- interface [IPlayerPhysicsInfo](#)
Physics information on the player.
- class [RigidbodyInfo](#)
Physics information from the Rigidbody.

5.9 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism Namespace Reference

Classes

- class [Magnetism](#)
Compensates for the player's strafe by loosely following the target while it's still in assist range.
- struct [MagnetismInput](#)
Contains data needed for the magnetism aim assist to work.

5.10 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Model Namespace Reference

Classes

- struct [AimAssistResult](#)
Contains output from the aim assist calculations.

5.11 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.PrecisionAim Namespace Reference

Classes

- class [PrecisionAim](#)
Slows down the look input using a curve to ease up aim on the target.

5.12 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Target Namespace Reference

Classes

- class [AimAssistTarget](#)
GameObjects with this component can be targeted by the Aim Assist component to adjust the aim.

5.13 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector Namespace Reference

Classes

- class [TargetSelector](#)
Finds and selects a given target for the aim assists and invokes events on the target if any are defined.
- class [TargetSelectorDebugDrawer](#)
Debug drawer that shows what the target selector sees in the Scene view.

5.14 Assets Namespace Reference

Namespaces

- namespace [Agoston_R](#)

5.15 Assets.Agoston_R Namespace Reference

Namespaces

- namespace [Aim_Assist_Pro](#)

5.16 Assets.Agoston_R.Aim_Assist_Pro Namespace Reference

Namespaces

- namespace [Scripts](#)

5.17 Assets.Agoston_R.Aim_Assist_Pro.Scripts Namespace Reference

Namespaces

- namespace [AimAssistCode](#)

5.18 Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode Namespace Reference

Namespaces

- namespace [AutoAim](#)
- namespace [PrecisionAim](#)
- namespace [TargetSelector](#)

5.19 Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Auto↔ Aim Namespace Reference

Classes

- class [AutoAim](#)
Adjusts the player's aim so that the look input is changed to looking at the target.
- struct [AutoAimInput](#)
Input for the [AutoAim](#) aim assist.

5.20 Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.↔ PrecisionAim Namespace Reference

Classes

- struct [PrecisionAimInput](#)

5.21 Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Target↔ Selector Namespace Reference

Classes

- class [NotifyTargetFound](#)

Chapter 6

Class Documentation

6.1 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssistBase Class Reference

Base class for all aim assist classes that handles the setup of the target selector.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssistBase:



Public Attributes

- bool [aimAssistEnabled](#) = true
- Transform [playerCamera](#)

Protected Member Functions

- virtual void [Awake](#) ()

Properties

- [AimAssistTarget](#) [Target](#) [get]
The current target available from the selector
- float [AimAssistRadius](#) [get]
The radius of the selector in metres
- float [NearClipDistance](#) [get]
The near clip distance of the selector
- float [FarClipDistance](#) [get]
The far clip distance of the selector
- [NotifyTargetFound](#) [OnTargetFound](#) [get]
- [NotifyTargetFound](#) [OnTargetLost](#) [get]

6.1.1 Detailed Description

Base class for all aim assist classes that handles the setup of the target selector.

6.1.2 Member Function Documentation

6.1.2.1 Awake()

```
virtual void Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssistBase.Awake ( ) [protected],  
[virtual]
```

Reimplemented in [Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim.AutoAim](#), and [Agoston_R.Aim_Assist_Pro.Scr](#)

6.1.3 Member Data Documentation

6.1.3.1 aimAssistEnabled

```
bool Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssistBase.aimAssistEnabled = true
```

6.1.3.2 playerCamera

```
Transform Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssistBase.playerCamera
```

6.1.4 Property Documentation

6.1.4.1 AimAssistRadius

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssistBase.AimAssistRadius [get]
```

The radius of the selector in metres

6.1.4.2 FarClipDistance

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssistBase.FarClipDistance [get]
```

The far clip distance of the selector

6.1.4.3 NearClipDistance

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssistBase.NearClipDistance [get]
```

The near clip distance of the selector

6.1.4.4 OnTargetFound

```
NotifyTargetFound Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssistBase.OnTargetFound  
[get]
```

6.1.4.5 OnTargetLost

```
NotifyTargetFound Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssistBase.OnTargetLost  
[get]
```

6.1.4.6 Target

```
AimAssistTarget Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssistBase.Target [get]
```

The current target available from the selector

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

- [AimAssistBase.cs](#)

6.2 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Model.AimAssistResult Struct Reference

Contains output from the aim assist calculations.

Public Member Functions

- [AimAssistResult](#) (float rotationAdditionInDegrees, Vector3 turnAddition, float pitchAdditionInDegrees)

Properties

- float [RotationAdditionInDegrees](#) [get]
The horizontal turn adjustment that's calculated by the aim assist.
- Vector3 [TurnAddition](#) [get]
The horizontal turn adjustment along the UP axis that's calculated by the aim assist.
- float [PitchAdditionInDegrees](#) [get]
The vertical pitch adjustment that's calculated by the aim assist.
- static [AimAssistResult Empty](#) [get]
Returns an empty result. You can add this to your rotations as if they were actual populated values and they'll make no difference.

6.2.1 Detailed Description

Contains output from the aim assist calculations.

The values are unclamped - they are additions. When assigning to properties with a limit like the camera pitch, the resulting value has to be clamped before assigning to the camera pitch.

6.2.2 Constructor & Destructor Documentation

6.2.2.1 AimAssistResult()

```
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Model.AimAssistResult.AimAssistResult (
    float rotationAdditionInDegrees,
    Vector3 turnAddition,
    float pitchAdditionInDegrees )
```

6.2.3 Property Documentation

6.2.3.1 Empty

```
AimAssistResult Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Model.AimAssistResult.Empty
[static], [get]
```

Returns an empty result. You can add this to your rotations as if they were actual populated values and they'll make no difference.

6.2.3.2 PitchAdditionInDegrees

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Model.AimAssistResult.PitchAdditionInDegrees [get]
```

The vertical pitch adjustment that's calculated by the aim assist.

Has to be added to the pitch of the camera. Already contains the direction with its Sign.

6.2.3.3 RotationAdditionInDegrees

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Model.AimAssistResult.RotationAdditionInDegrees [get]
```

The horizontal turn adjustment that's calculated by the aim assist.

Has to be added to the rotation. Already contains the direction with its Sign.

When working with quaternions e.g. using MoveRotation for a Rigidbody, make sure you include the original rotation for the RB too

6.2.3.4 TurnAddition

```
Vector3 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Model.AimAssistResult.TurnAddition [get]
```

The horizontal turn adjustment along the UP axis that's calculated by the aim assist.

Has to additionally rotate the player by this vector after handling your inputs. Added for convenience over [RotationAdditionInDegrees](#)

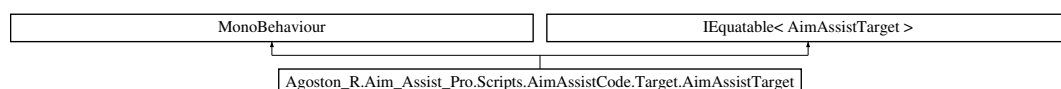
The documentation for this struct was generated from the following file:

- Model/[AimAssistResult.cs](#)

6.3 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Target.AimAssistTarget Class Reference

GameObjects with this component can be targeted by the Aim Assist component to adjust the aim.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Target.AimAssistTarget:



Public Member Functions

- bool [Equals](#) ([AimAssistTarget](#) other)

Public Attributes

- readonly UnityEvent [TargetSelected](#) = new UnityEvent()
Can be invoked when the target is picked up by the aim assist.
- readonly UnityEvent [TargetLost](#) = new UnityEvent()
Invoked when the target is no longer picked up by the aim assist.

6.3.1 Detailed Description

GameObjects with this component can be targeted by the Aim Assist component to adjust the aim.

6.3.2 Member Function Documentation

6.3.2.1 Equals()

```
bool Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Target.AimAssistTarget.Equals (
    AimAssistTarget other )
```

6.3.3 Member Data Documentation

6.3.3.1 TargetLost

```
readonly UnityEvent Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Target.AimAssistTarget.↵
TargetLost = new UnityEvent()
```

Invoked when the target is no longer picked up by the aim assist.

6.3.3.2 TargetSelected

```
readonly UnityEvent Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Target.AimAssistTarget.↵
TargetSelected = new UnityEvent()
```

Can be invoked when the target is picked up by the aim assist.

Invoked once when the target is picked up but is not repeatedly invoked while the aim assist lasts.

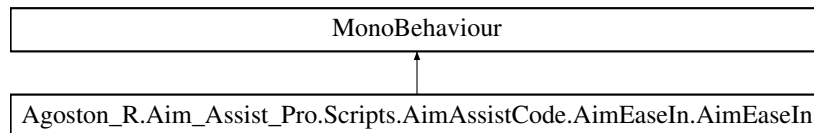
The documentation for this class was generated from the following file:

- Target/[AimAssistTarget.cs](#)

6.4 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimEaseIn.AimEaseIn Class Reference

Picks a more dominant axis for look input (horizontal or vertical) and downscales the other axis by a given factor.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimEaseIn.AimEaseIn:



Public Member Functions

- Vector2 [AssistAim](#) (Vector2 lookInputDelta)
Downscales the less dominant axis in input.

Public Attributes

- bool [aimAssistEnabled](#) = true
- float [smoothnessMultiplier](#) = 0.6f

6.4.1 Detailed Description

Picks a more dominant axis for look input (horizontal or vertical) and downscales the other axis by a given factor.

This makes it easier to do horizontal or vertical turns on the controller.

6.4.2 Member Function Documentation

6.4.2.1 AssistAim()

```
Vector2 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimEaseIn.AimEaseIn.AssistAim (
    Vector2 lookInputDelta )
```

Downscales the less dominant axis in input.

The input is the controller input delta. The output is the modified controller input delta - NOT the actual angles to rotate.

Run your look input through this before proceeding with the rotations.

Parameters

<i>lookInputDelta</i>	controller look input delta
-----------------------	-----------------------------

Returns

the modified look input delta

6.4.3 Member Data Documentation**6.4.3.1 aimAssistEnabled**

```
bool Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimEaseIn.AimEaseIn.aimAssistEnabled =
true
```

6.4.3.2 smoothnessMultiplier

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimEaseIn.AimEaseIn.smoothnessMultiplier
= 0.6f
```

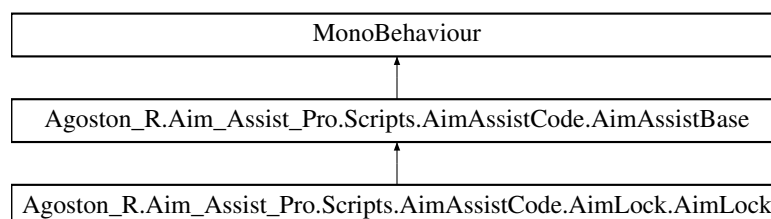
The documentation for this class was generated from the following file:

- AimEaseIn/[AimEaseIn.cs](#)

6.5 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimLock.AimLock Class Reference

Smoothly rotates the player towards the target. A curve is available to smooth out the rotation and allow some wiggle room.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimLock.AimLock:



Public Member Functions

- [AimAssistResult SnapAim](#) ([AimLockInput](#) input)
Smoothly snaps aim to the target's position, at its center.

Public Attributes

- float [horizontalTimeToAim](#) = 2
- float [verticalTimeToAim](#) = 1
- bool [enableAngularVelocityCurve](#) = true
- AnimationCurve [angularVelocityCurve](#)

Additional Inherited Members

6.5.1 Detailed Description

Smoothly rotates the player towards the target. A curve is available to smooth out the rotation and allow some wiggle room.

6.5.2 Member Function Documentation

6.5.2.1 SnapAim()

```
AimAssistResult Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimLock.AimLock.SnapAim (  
    AimLockInput input )
```

Smoothly snaps aim to the target's position, at its center.

Takes in the delta time as it can be different based on where the input logic is implemented (Update, fixed update etc) or scaled time.

Returns the needed adjustment in degrees for the pitch and rotation. This adjustment is an addition - you need to add it to your turn / pitch.

Parameters

<i>input</i>	The input data for the aim lock. All fields have to be set for it to work.
--------------	--

Returns

the additional rotation in degrees. add this to your rotation and pitch.

6.5.3 Member Data Documentation

6.5.3.1 angularVelocityCurve

```
AnimationCurve Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimLock.AimLock.angularVelocity↔
Curve
```

6.5.3.2 enableAngularVelocityCurve

```
bool Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimLock.AimLock.enableAngularVelocityCurve
= true
```

6.5.3.3 horizontalTimeToAim

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimLock.AimLock.horizontalTimeToAim = 2
```

6.5.3.4 verticalTimeToAim

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimLock.AimLock.verticalTimeToAim = 1
```

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

- AimLock/[AimLock.cs](#)

6.6 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimLock.Aim↔ LockInput Struct Reference

Input data to pass to the [AimLock](#).

Public Member Functions

- [AimLockInput](#) (Vector2 lookInputDelta, float deltaTime)
Creates a new instance. Make sure populate all parameters with actual values and not just some default.

Properties

- float [DeltaTime](#) [get]
The last frame's time. Taking it as parameter as it can be different based on the method the aim lock is implemented in e.g. Update or Fixed Update or when you use scaled time.
- Vector2 [LookInputDelta](#) [get]
The look input delta of the player.

6.6.1 Detailed Description

Input data to pass to the [AimLock](#).

6.6.2 Constructor & Destructor Documentation

6.6.2.1 AimLockInput()

```
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimLock.AimLockInput.AimLockInput (
    Vector2 lookInputDelta,
    float deltaTime )
```

Creates a new instance. Make sure populate all parameters with actual values and not just some default.

Parameters

<i>lookInputDelta</i>	look input delta
<i>deltaTime</i>	delta time

6.6.3 Property Documentation

6.6.3.1 DeltaTime

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimLock.AimLockInput.DeltaTime [get]
```

The last frame's time. Taking it as parameter as it can be different based on the method the aim lock is implemented in e.g. Update or Fixed Update or when you use scaled time.

6.6.3.2 LookInputDelta

```
Vector2 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimLock.AimLockInput.LookInputDelta
[get]
```

The look input delta of the player.

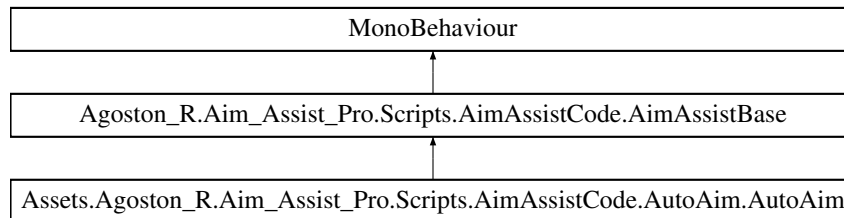
The documentation for this struct was generated from the following file:

- AimLock/[AimLockInput.cs](#)

6.7 Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim.AutoAim Class Reference

Adjusts the player's aim so that the look input is changed to looking at the target.

Inheritance diagram for Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim.AutoAim:



Public Member Functions

- Vector2 [AssistAim](#) ([AutoAimInput](#) input)
Calculate the desired look input after the aim assist.

Public Attributes

- float [deadzoneRadius](#) = 0.01f
- float [factor](#) = 0.5f
- float [aimAngleThreshold](#) = 120f
- float [aimEaseOutDampeningMultiplier](#) = 0.6f
- float [timeToRegainOriginalInputSensitivity](#) = 0.5f

Protected Member Functions

- override void [Awake](#) ()

Additional Inherited Members

6.7.1 Detailed Description

Adjusts the player's aim so that the look input is changed to looking at the target.

Eases the aim out afterwards to make flickshots easier.

6.7.2 Member Function Documentation

6.7.2.1 AssistAim()

```
Vector2 Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim.AutoAim.AssistAim (
    AutoAimInput input )
```

Calculate the desired look input after the aim assist.

Use the resulting look input delta to rotate your camera as if you'd normally do without the aim assist.

Parameters

<i>input</i>	inputs for the aim assist: the player's look input delta and the deltaTime.
--------------	---

Returns

the assisted player look input delta.

6.7.2.2 Awake()

```
override void Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim.AutoAim.Awake ( )  
[protected], [virtual]
```

Reimplemented from [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssistBase](#).

6.7.3 Member Data Documentation

6.7.3.1 aimAngleThreshold

```
float Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim.AutoAim.aimAngleThreshold  
= 120f
```

6.7.3.2 aimEaseOutDampeningMultiplier

```
float Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim.AutoAim.aimEaseOutDampening↵  
Multiplier = 0.6f
```

6.7.3.3 deadzoneRadius

```
float Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim.AutoAim.deadzoneRadius =  
0.01f
```

6.7.3.4 factor

```
float Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim.AutoAim.factor = 0.5f
```

6.7.3.5 timeToRegainOriginalInputSensitivity

```
float Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim.AutoAim.timeToRegainOriginalInputSensitivity = 0.5f
```

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

- AutoAim/[AutoAim.cs](#)

6.8 Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim.AutoAimInput Struct Reference

Input for the [AutoAim](#) aim assist.

Public Member Functions

- [AutoAimInput](#) (Vector2 lookInputDelta, float deltaTime)

Properties

- Vector2 [LookInputDelta](#) [get]
The player's look input delta
- float [DeltaTime](#) [get]
The delta time to use.

6.8.1 Detailed Description

Input for the [AutoAim](#) aim assist.

6.8.2 Constructor & Destructor Documentation

6.8.2.1 AutoAimInput()

```
Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim.AutoAimInput.AutoAimInput (
    Vector2 lookInputDelta,
    float deltaTime )
```

6.8.3 Property Documentation

6.8.3.1 DeltaTime

```
float Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim.AutoAimInput.DeltaTime
[get]
```

The delta time to use.

6.8.3.2 LookInputDelta

```
Vector2 Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim.AutoAimInput.LookInput←
Delta [get]
```

The player's look input delta

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

- AutoAim/[AutoAimInput.cs](#)

6.9 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Cache< T > Class Template Reference

Improve performance by storing which game objects have certain components on them.

Public Member Functions

- void [RegisterItem](#) (T item)
Registers a new item to the cache
- bool [IsEmpty](#) ()
Check whether the store is empty
- void [StoreItems](#) (IEnumerable< T > items)
Replace the store with the given elements.
- ICollection< T > [FindAll](#) ()
Returns the elements stored in the cache in a readonly fashion.
- bool [RemoveItem](#) (T item)
Remove the given item if it is in the store.
- T [FindOrInsert](#) (Component obj)
Tries to find the given component on the added object and saves it if not found in storage.
- void [Purge](#) ()
Clear all items from the store.

Properties

- static [Cache](#)< T > [Instance](#) [get]

6.9.1 Detailed Description

Improve performance by storing which game objects have certain components on them.

Cuts down on GetComponent calls and queries.

Template Parameters

<i>T</i>	Type of component stored for a given game object
----------	--

Type Constraints

T : Component

6.9.2 Member Function Documentation

6.9.2.1 FindAll()

```
ICollection< T > Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Cache< T >.FindAll ( )
```

Returns the elements stored in the cache in a readonly fashion.

Returns

the elements of the cache

6.9.2.2 FindOrInsert()

```
T Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Cache< T >.FindOrInsert (
    Component obj )
```

Tries to find the given component on the added object and saves it if not found in storage.

If there's no T component on the object in question, it stores the null and will return that later.

Parameters

<i>obj</i>	the object in question whom we check for the T component
------------	--

Returns

the stored component if already present, the found component if present or null.

6.9.2.3 IsEmpty()

```
bool Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Cache< T >.IsEmpty ( )
```

Check whether the store is empty

Returns

true if the store has no elements inside, false otherwise

6.9.2.4 Purge()

```
void Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Cache< T >.Purge ( )
```

Clear all items from the store.

6.9.2.5 RegisterItem()

```
void Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Cache< T >.RegisterItem (
    T item )
```

Registers a new item to the cache

HAS TO BE CALLED EVERY TIME a new item of type T has been instantiated to the scene.

Parameters

<i>item</i>	item to add
-------------	-------------

6.9.2.6 RemoveItem()

```
bool Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Cache< T >.RemoveItem (
    T item )
```

Remove the given item if it is in the store.

Parameters

<i>item</i>	item to remove
-------------	----------------

Returns

true if the item is found and removed, false otherwise.

6.9.2.7 StoreItems()

```
void Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Cache< T >.StoreItems (
    IEnumerable< T > items )
```

Replace the store with the given elements.

Parameters

<i>items</i>	elements to add to the store
--------------	------------------------------

6.9.3 Property Documentation

6.9.3.1 Instance

```
Cache<T> Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Cache< T >.Instance [static],
[get]
```

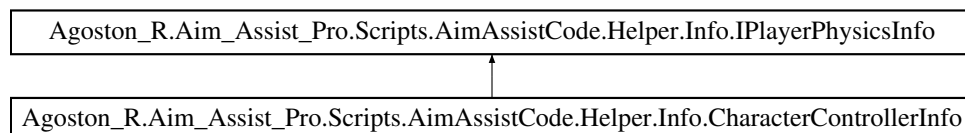
The documentation for this class was generated from the following file:

- [Helper/Cache.cs](#)

6.10 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.↔ CharacterControllerInfo Class Reference

Physics information from the Character Controller.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.CharacterControllerInfo:



Public Member Functions

- [CharacterControllerInfo](#) (CharacterController controller)

Properties

- Vector3 [Velocity](#) [get]
The CharacterController's velocity

6.10.1 Detailed Description

Physics information from the Character Controller.

6.10.2 Constructor & Destructor Documentation

6.10.2.1 CharacterControllerInfo()

```
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.CharacterControllerInfo.Character↔  
ControllerInfo (   
    CharacterController controller )
```

6.10.3 Property Documentation

6.10.3.1 Velocity

```
Vector3 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.CharacterControllerInfo.↔  
Velocity [get]
```

The CharacterController's velocity

Implements [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.IPlayerPhysicsInfo](#).

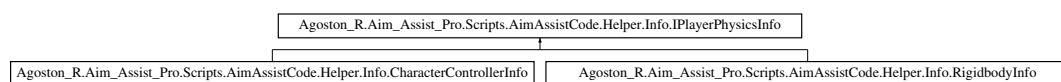
The documentation for this class was generated from the following file:

- [Helper/Info/CharacterControllerInfo.cs](#)

6.11 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.IPlayerPhysicsInfo Interface Reference

Physics information on the player.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.IPlayerPhysicsInfo:



Properties

- Vector3 [Velocity](#) [get]
The player's velocity

6.11.1 Detailed Description

Physics information on the player.

Using this as a strategy pattern to eliminate code duplication when working with both rigidbodies and character controllers.

6.11.2 Property Documentation

6.11.2.1 Velocity

`Vector3 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.IPlayerPhysicsInfo.Velocity`
[get]

The player's velocity

Implemented in [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.CharacterControllerInfo](#), and [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.RigidbodyInfo](#).

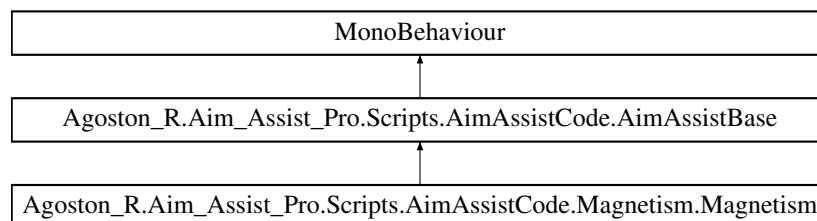
The documentation for this interface was generated from the following file:

- [Helper/Info/PlayerPhysicsInfo.cs](#)

6.12 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.↔ Magnetism Class Reference

Compensates for the player's strafe by loosely following the target while it's still in assist range.

Inheritance diagram for `Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.Magnetism`:



Public Member Functions

- [AimAssistResult AssistAim](#) ([MagnetismInput](#) magnetismInput)

Public Attributes

- [PlayerControlType](#) `controlType`
- [Rigidbody](#) `playerBody`
- [CharacterController](#) `playerController`
- [float](#) `horizontalSmoothnessAwayFromTarget` = 1.09f
- [float](#) `horizontalSmoothnessTowardsTarget` = 2f
- [float](#) `lerpDistance` = 0.1f
- [bool](#) `verticalCompensation`
- [float](#) `verticalSmoothness` = 1.15f

Additional Inherited Members

6.12.1 Detailed Description

Compensates for the player's strafe by loosely following the target while it's still in assist range.

Requires a Rigidbody to be present on the player.

6.12.2 Member Function Documentation

6.12.2.1 AssistAim()

```
AimAssistResult Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.Magnetism.AssistAim (  
    MagnetismInput magnetismInput )
```

6.12.3 Member Data Documentation

6.12.3.1 controlType

```
PlayerControlType Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.Magnetism.control←  
Type
```

6.12.3.2 horizontalSmoothnessAwayFromTarget

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.Magnetism.horizontalSmoothness←  
AwayFromTarget = 1.09f
```

6.12.3.3 horizontalSmoothnessTowardsTarget

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.Magnetism.horizontalSmoothness↔  
TowardsTarget = 2f
```

6.12.3.4 lerpDistance

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.Magnetism.lerpDistance = 0.1f
```

6.12.3.5 playerBody

```
Rigidbody Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.Magnetism.playerBody
```

6.12.3.6 playerController

```
CharacterController Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.Magnetism.↔  
playerController
```

6.12.3.7 verticalCompensation

```
bool Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.Magnetism.verticalCompensation
```

6.12.3.8 verticalSmoothness

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.Magnetism.verticalSmoothness =  
1.15f
```

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

- Magnetism/[Magnetism.cs](#)

6.13 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.↔ MagnetismInput Struct Reference

Contains data needed for the magnetism aim assist to work.

Public Member Functions

- [MagnetismInput](#) (Vector2 movementInputDelta, float deltaTime)

Creates a new instance. All values have to be populated with actual data for the aim assist to work.

Properties

- Vector2 [MovementInputDelta](#) [get]

The player's movement input delta. Needed to know the player's intentions.

- float [DeltaTime](#) [get]

The delta time of the given frame. Needed because the aim assist doesn't know if the controls are implemented in FixedUpdate or Update or using a scaled time.

6.13.1 Detailed Description

Contains data needed for the magnetism aim assist to work.

6.13.2 Constructor & Destructor Documentation

6.13.2.1 MagnetismInput()

```
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.MagnetismInput.MagnetismInput (
    Vector2 movementInputDelta,
    float deltaTime )
```

Creates a new instance. All values have to be populated with actual data for the aim assist to work.

Parameters

<i>movementInputDelta</i>	the player's movement input delta
<i>deltaTime</i>	the delta time

6.13.3 Property Documentation

6.13.3.1 DeltaTime

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.MagnetismInput.DeltaTime [get]
```

The delta time of the given frame. Needed because the aim assist doesn't know if the controls are implemented in FixedUpdate or Update or using a scaled time.

6.13.3.2 MovementInputDelta

Vector2 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.MagnetismInput.Movement↔
InputDelta [get]

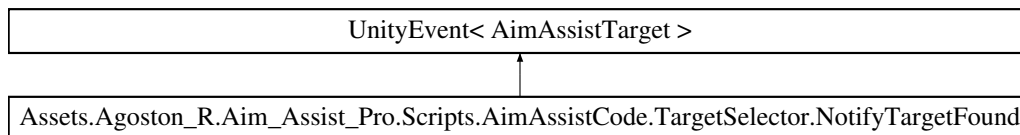
The player's movement input delta. Needed to know the player's intentions.

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

- Magnetism/[MagnetismInput.cs](#)

6.14 Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.NotifyTargetFound Class Reference↔

Inheritance diagram for Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.NotifyTargetFound:



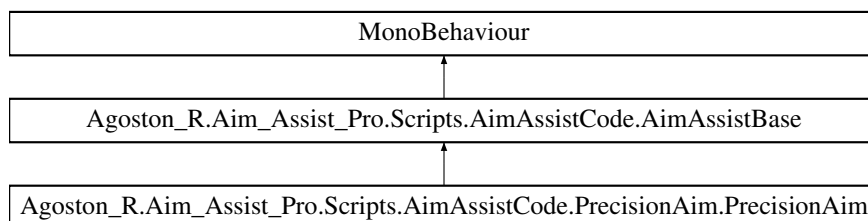
The documentation for this class was generated from the following file:

- TargetSelector/[NotifyTargetFound.cs](#)

6.15 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.PrecisionAim.PrecisionAim Class Reference↔

Slows down the look input using a curve to ease up aim on the target.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.PrecisionAim.PrecisionAim:



Public Member Functions

- Vector2 [AssistAim](#) ([PrecisionAimInput](#) input)
Calculates the slowed down player input delta using the curve.

Public Attributes

- AnimationCurve [smoothingCurve](#)
- float [timeToRegainOriginalInputSensitivity](#) = 0.5f

Protected Member Functions

- override void [Awake](#) ()

Additional Inherited Members

6.15.1 Detailed Description

Slows down the look input using a curve to ease up aim on the target.

6.15.2 Member Function Documentation

6.15.2.1 AssistAim()

```
Vector2 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.PrecisionAim.PrecisionAim.AssistAim (
    PrecisionAimInput input )
```

Calculates the slowed down player input delta using the curve.

Receives a look input delta, returns a modified look input delta.

Before calculating your rotations from the player input, run that input through this.

Parameters

<i>input</i>	inputs: the player's look input delta and deltaTime
--------------	---

Returns

the modified look input delta

6.15.2.2 Awake()

```
override void Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.PrecisionAim.PrecisionAim.Awake (
) [protected], [virtual]
```

Reimplemented from [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssistBase](#).

6.15.3 Member Data Documentation

6.15.3.1 smoothingCurve

```
AnimationCurve Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.PrecisionAim.PrecisionAim.↔  
smoothingCurve
```

6.15.3.2 timeToRegainOriginalInputSensitivity

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.PrecisionAim.PrecisionAim.timeToRegain↔  
OriginalInputSensitivity = 0.5f
```

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

- PrecisionAim/[PrecisionAim.cs](#)

6.16 Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.↔ PrecisionAim.PrecisionAimInput Struct Reference

Public Member Functions

- [PrecisionAimInput](#) (Vector2 lookInputDelta, float deltaTime)

Properties

- Vector2 [LookInputDelta](#) [get]
- float [DeltaTime](#) [get]

6.16.1 Constructor & Destructor Documentation

6.16.1.1 PrecisionAimInput()

```
Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.PrecisionAim.PrecisionAimInput.Precision↔  
AimInput (   
    Vector2 lookInputDelta,   
    float deltaTime )
```


6.16.2 Property Documentation

6.16.2.1 DeltaTime

```
float Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.PrecisionAim.PrecisionAimInput.deltaTime [get]
```

6.16.2.2 LookInputDelta

```
Vector2 Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.PrecisionAim.PrecisionAimInput.LookInputDelta [get]
```

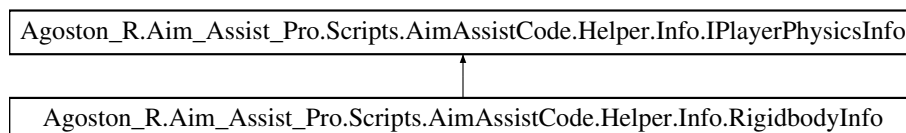
The documentation for this struct was generated from the following file:

- PrecisionAim/[PrecisionAimInput.cs](#)

6.17 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.RigidbodyInfo Class Reference

Physics information from the Rigidbody.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.RigidbodyInfo:



Public Member Functions

- [RigidbodyInfo](#) (Rigidbody playerBody)

Properties

- Vector3 [Velocity](#) [get]
The player's velocity

6.17.1 Detailed Description

Physics information from the Rigidbody.

6.17.2 Constructor & Destructor Documentation

6.17.2.1 RigidbodyInfo()

```
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.RigidbodyInfo.RigidbodyInfo (
    Rigidbody playerBody )
```

6.17.3 Property Documentation

6.17.3.1 Velocity

```
Vector3 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.RigidbodyInfo.Velocity
[get]
```

The player's velocity

Implements [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.IPlayerPhysicsInfo](#).

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

- [Helper/Info/RigidbodyInfo.cs](#)

6.18 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.SelectedTargetStore Class Reference

Contains logic that handles the selection of a single target and calling its notification events.

Public Member Functions

- void [ProcessTarget](#) ([AimAssistTarget](#) target)
Calls the events to the selected target and stores it to prevent invoking the same events over and over again.

6.18.1 Detailed Description

Contains logic that handles the selection of a single target and calling its notification events.

Must use distinct instances for each player, in case multiple players are present.

6.18.2 Member Function Documentation

6.18.2.1 ProcessTarget()

```
void Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.SelectedTargetStore.ProcessTarget (
    AimAssistTarget target )
```

Calls the events to the selected target and stores it to prevent invoking the same events over and over again.

Parameters

<i>target</i>	target that was found
---------------	-----------------------

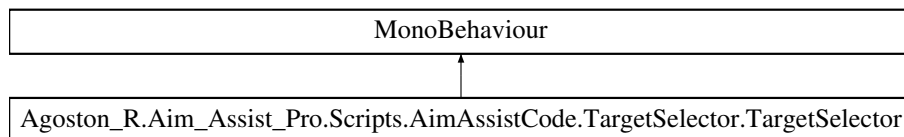
The documentation for this class was generated from the following file:

- Helper/[SelectedTargetStore.cs](#)

6.19 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.TargetSelector Class Reference

Finds and selects a given target for the aim assists and invokes events on the target if any are defined.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.TargetSelector:



Public Attributes

- Transform [playerCamera](#)
- float [aimAssistRadius](#) = 0.5f
- float [nearClipDistance](#) = 0.5f
- float [farClipDistance](#) = 50f
- LayerMask [layerMask](#)

Properties

- [NotifyTargetFound OnTargetSelected](#) = new [NotifyTargetFound\(\)](#) [get]
- [NotifyTargetFound OnTargetLost](#) = new [NotifyTargetFound\(\)](#) [get]
- [AimAssistTarget Target](#) [get]

The target that is currently found by the selector. Null if currently no targets are found.

6.19.1 Detailed Description

Finds and selects a given target for the aim assists and invokes events on the target if any are defined.

Separating the selection can enable you to use multiple aim assists together with no additional performance hit from the target selection process.

6.19.2 Member Data Documentation

6.19.2.1 aimAssistRadius

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.TargetSelector.aimAssist↵  
Radius = 0.5f
```

6.19.2.2 farClipDistance

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.TargetSelector.farClip↵  
Distance = 50f
```

6.19.2.3 layerMask

```
LayerMask Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.TargetSelector.layer↵  
Mask
```

6.19.2.4 nearClipDistance

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.TargetSelector.nearClip↵  
Distance = 0.5f
```

6.19.2.5 playerCamera

```
Transform Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.TargetSelector.↵  
playerCamera
```

6.19.3 Property Documentation

6.19.3.1 OnTargetLost

```
NotifyTargetFound Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.TargetSelector.↵  
OnTargetLost = new NotifyTargetFound() [get]
```

6.19.3.2 OnTargetSelected

`NotifyTargetFound` Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.TargetSelector.↔
`OnTargetSelected` = new `NotifyTargetFound`() [get]

6.19.3.3 Target

`AimAssistTarget` Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.TargetSelector.↔
`Target` [get]

The target that is currently found by the selector. Null if currently no targets are found.

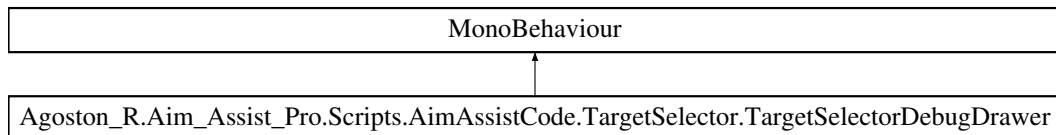
The documentation for this class was generated from the following file:

- TargetSelector/[TargetSelector.cs](#)

6.20 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.TargetSelectorDebugDrawer Class Reference↔

Debug drawer that shows what the target selector sees in the Scene view.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.TargetSelectorDebugDrawer↔
Drawer:



6.20.1 Detailed Description

Debug drawer that shows what the target selector sees in the Scene view.

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

- TargetSelector/[TargetSelectorDebugDrawer.cs](#)

Chapter 7

File Documentation

7.1 AimAssistBase.cs File Reference

Classes

- class [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssistBase](#)
Base class for all aim assist classes that handles the setup of the target selector.

Namespaces

- namespace [Agoston_R](#)
- namespace [Agoston_R.Aim_Assist_Pro](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)

7.2 AimEaseIn/AimEaseIn.cs File Reference

Classes

- class [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimEaseIn.AimEaseIn](#)
Picks a more dominant axis for look input (horizontal or vertical) and downscales the other axis by a given factor.

Namespaces

- namespace [Agoston_R](#)
- namespace [Agoston_R.Aim_Assist_Pro](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimEaseIn](#)

7.3 AimLock/AimLock.cs File Reference

Classes

- class [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimLock.AimLock](#)

Smoothly rotates the player towards the target. A curve is available to smooth out the rotation and allow some wiggle room.

Namespaces

- namespace [Agoston_R](#)
- namespace [Agoston_R.Aim_Assist_Pro](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimLock](#)

7.4 AimLock/AimLockInput.cs File Reference

Classes

- struct [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimLock.AimLockInput](#)

Input data to pass to the [AimLock](#).

Namespaces

- namespace [Agoston_R](#)
- namespace [Agoston_R.Aim_Assist_Pro](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimLock](#)

7.5 AutoAim/AutoAim.cs File Reference

Classes

- class [Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim.AutoAim](#)

Adjusts the player's aim so that the look input is changed to looking at the target.

Namespaces

- namespace [Assets](#)
- namespace [Assets.Agoston_R](#)
- namespace [Assets.Agoston_R.Aim_Assist_Pro](#)
- namespace [Assets.Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim](#)

7.6 AutoAim/AutoAimInput.cs File Reference

Classes

- struct [Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim.AutoAimInput](#)
Input for the [AutoAim](#) aim assist.

Namespaces

- namespace [Assets](#)
- namespace [Assets.Agoston_R](#)
- namespace [Assets.Agoston_R.Aim_Assist_Pro](#)
- namespace [Assets.Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AutoAim](#)

7.7 Helper/Cache.cs File Reference

Classes

- class [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Cache< T >](#)
Improve performance by storing which game objects have certain components on them.

Namespaces

- namespace [Agoston_R](#)
- namespace [Agoston_R.Aim_Assist_Pro](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper](#)

7.8 Helper/Info/CharacterControllerInfo.cs File Reference

Classes

- class [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.CharacterControllerInfo](#)
Physics information from the Character Controller.

Namespaces

- namespace [Agoston_R](#)
- namespace [Agoston_R.Aim_Assist_Pro](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info](#)

7.9 Helper/Info/PlayerPhysicsInfo.cs File Reference

Classes

- interface [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.IPlayerPhysicsInfo](#)
Physics information on the player.

Namespaces

- namespace [Agoston_R](#)
- namespace [Agoston_R.Aim_Assist_Pro](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info](#)

7.10 Helper/Info/RigidbodyInfo.cs File Reference

Classes

- class [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.RigidbodyInfo](#)
Physics information from the Rigidbody.

Namespaces

- namespace [Agoston_R](#)
- namespace [Agoston_R.Aim_Assist_Pro](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info](#)

7.11 Helper/PlayerControlType.cs File Reference

Namespaces

- namespace [Agoston_R](#)
- namespace [Agoston_R.Aim_Assist_Pro](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper](#)

Enumerations

- enum [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.PlayerControlType](#) { [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.PlayerControlType.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Rigidbody](#), [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.PlayerControlType.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Rigidbody](#) }
Determines which control type the player uses.

7.12 Helper/SelectedTargetStore.cs File Reference

Classes

- class [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.SelectedTargetStore](#)
Contains logic that handles the selection of a single target and calling its notification events.

Namespaces

- namespace [Agoston_R](#)
- namespace [Agoston_R.Aim_Assist_Pro](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper](#)

7.13 Helper/Utils.cs File Reference

Classes

- class [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Utils](#)
Contains additional logic for the aim assist.

Namespaces

- namespace [Agoston_R](#)
- namespace [Agoston_R.Aim_Assist_Pro](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper](#)

7.14 Magnetism/Magnetism.cs File Reference

Classes

- class [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.Magnetism](#)
Compensates for the player's strafe by loosely following the target while it's still in assist range.

Namespaces

- namespace [Agoston_R](#)
- namespace [Agoston_R.Aim_Assist_Pro](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism](#)

7.15 Magnetism/MagnetismInput.cs File Reference

Classes

- struct [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.MagnetismInput](#)
Contains data needed for the magnetism aim assist to work.

Namespaces

- namespace [Agoston_R](#)
- namespace [Agoston_R.Aim_Assist_Pro](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism](#)

7.16 Model/AimAssistResult.cs File Reference

Classes

- struct [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Model.AimAssistResult](#)
Contains output from the aim assist calculations.

Namespaces

- namespace [Agoston_R](#)
- namespace [Agoston_R.Aim_Assist_Pro](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Model](#)

7.17 PrecisionAim/PrecisionAim.cs File Reference

Classes

- class [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.PrecisionAim.PrecisionAim](#)
Slows down the look input using a curve to ease up aim on the target.

Namespaces

- namespace [Agoston_R](#)
- namespace [Agoston_R.Aim_Assist_Pro](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.PrecisionAim](#)

7.18 PrecisionAim/PrecisionAimInput.cs File Reference

Classes

- struct [Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.PrecisionAim.PrecisionAimInput](#)

Namespaces

- namespace [Assets](#)
- namespace [Assets.Agoston_R](#)
- namespace [Assets.Agoston_R.Aim_Assist_Pro](#)
- namespace [Assets.Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.PrecisionAim](#)

7.19 Target/AimAssistTarget.cs File Reference

Classes

- class [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Target.AimAssistTarget](#)
GameObjects with this component can be targeted by the Aim Assist component to adjust the aim.

Namespaces

- namespace [Agoston_R](#)
- namespace [Agoston_R.Aim_Assist_Pro](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Target](#)

7.20 TargetSelector/NotifyTargetFound.cs File Reference

Classes

- class [Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.NotifyTargetFound](#)

Namespaces

- namespace [Assets](#)
- namespace [Assets.Agoston_R](#)
- namespace [Assets.Agoston_R.Aim_Assist_Pro](#)
- namespace [Assets.Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Assets.Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector](#)

7.21 TargetSelector/TargetSelector.cs File Reference

Classes

- class [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.TargetSelector](#)
Finds and selects a given target for the aim assists and invokes events on the target if any are defined.

Namespaces

- namespace [Agoston_R](#)
- namespace [Agoston_R.Aim_Assist_Pro](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector](#)

7.22 TargetSelector/TargetSelectorDebugDrawer.cs File Reference

Classes

- class [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.TargetSelectorDebugDrawer](#)
Debug drawer that shows what the target selector sees in the Scene view.

Namespaces

- namespace [Agoston_R](#)
- namespace [Agoston_R.Aim_Assist_Pro](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode](#)
- namespace [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector](#)

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