

Aim assist pro

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# Chapter 1

## Namespace Index

### 1.1 Packages

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## Chapter 2

# Hierarchical Index

### 2.1 Class Hierarchy

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## Chapter 3

# Class Index

### 3.1 Class List

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

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| Base class for all aim assist classes that handles the setup of the target selector. . . . .  |    |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Model.AimAssistResult</a>  | 12 |
| Contains output from the aim assist calculations . . . . .  |    |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Target.AimAssistTarget</a>   | 13 |
| GameObjects with this component can be targeted by the Aim Assist component to adjust the aim. . . . .                              |    |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimEaseIn.AimEaseIn</a>  | 14 |
| Picks a more dominant axis for look input (horizontal or vertical) and downscales the other axis by a given factor . . . . .        |    |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimLock.AimLock</a>  | 15 |
| Smoothly rotates the player towards the target. A curve is available to smooth out the rotation and allow some wiggle room. . . . . |    |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimLock.AimLockInput</a>   | 16 |
| Input data to pass to the <a href="#">AimLock</a> . . . . .   |    |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Cache&lt; T &gt;</a>  | 17 |
| Improve performance by storing which game objects have certain components on them . . . .   |    |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.CharacterControllerInfo</a>                                  | 20 |
| Physics information from the Character Controller. . . . .  |    |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.Demo.Enemies.ColorTarget</a>   | 21 |
| Changes color of the given target to show that is has been selected by the aim assist. . . . .                                      |    |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.Demo.Enemies.DemoTarget</a>  | 22 |
| Changes the color when hit by player fire. . . . .  |    |
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| Controller based on Unity's Input System controller script with the Aim Ease In assist integrated                                   |    |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.Demo.First_person.CharacterController.FPSController_CC_AimEaseIn_AimLock</a>           | 23 |
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| Controller based on Unity's Input System controller script with the Aim Lock assist integrated .                                    |    |
| <a href="#">FPSController_CC_Magnetism</a>  | 25 |
| Controller based on Unity's Input System controller script with the Magnetism assist integrated                                     |    |
| <a href="#">FPSController_CC_PrecisionAim</a>   | 25 |
| Controller based on Unity's Input System controller script with the Precision Aim assist integrated                                 |    |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.Demo.First_person.RigidBodyController.FPSController_RB_AimEaseIn</a>                   | 26 |
| Controller based on Unity's Input System controller script with the Aim Ease In assist integrated                                   |    |

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| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.Demo.First_person.RigidBodyController.FPSController_RB_AimLock</a>      |    |
| Controller based on Unity's Input System controller script with the Aim Lock assist integrated . . . . .             | 27 |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.Demo.First_person.RigidBodyController.FPSController_RB_Magnetism</a>    |    |
| Controller based on Unity's Input System controller script with the Magnetism assist integrated . . . . .            | 28 |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.Demo.First_person.RigidBodyController.FPSController_RB_PrecisionAim</a> |    |
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| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.Demo.Controller.InputHandler</a>  |    |
| Example input handler for the aim assist demos. . . . .  | 30 |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.IPlayerPhysicsInfo</a>                        |    |
| Physics information on the player . . . . .  | 31 |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.Magnetism</a>                                   |    |
| Compensates for the player's strafe by loosely following the target while it's still in assist range . . . . .       | 32 |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Magnetism.MagnetismInput</a>                              |    |
| Contains data needed for the magnetism aim assist to work. . . . .   | 32 |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.PrecisionAim.PrecisionAim</a>                             |    |
| Slows down the look input using a curve to ease up aim on the target. . . . .  | 33 |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.RigidbodyInfo</a>                             |    |
| Physics information from the Rigidbody. . . . .  | 35 |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.SelectedTargetStore</a>                            |    |
| Contains logic that handles the selection of a single target and calling its notification events . . . . .           | 36 |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.Demo.Shooter</a>  |    |
| Shoot a raycast that will find a target. . . . .   | 36 |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.Demo.Enemies.Strafe</a>   |    |
| Makes the enemy A-D strafe, either by its default facing axis or always facing the player. . . . .                   | 37 |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.Demo.TargetFPS</a>  |    |
| Sets the target fps of the scene for demo and playtest purposes. . . . .   | 38 |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.TargetSelector</a>                         |    |
| Finds and selects a given target for the aim assists and invokes events on the target if any are defined . . . . .   | 38 |
| <a href="#">Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelector.TargetSelectorDebugDrawer</a>              |    |
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## Chapter 4

# Namespace Documentation

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### 4.2 Agoston\_R.Aim\_Assist\_Pro Namespace Reference

### 4.3 Agoston\_R.Aim\_Assist\_Pro.Scripts Namespace Reference

### 4.4 Agoston\_R.Aim\_Assist\_Pro.Scripts.AimAssistCode Namespace Reference

#### Classes

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

### 4.5 Agoston\_R.Aim\_Assist\_Pro.Scripts.AimAssistCode.AimEaseln Namespace Reference

#### Classes

- class [AimEaseln](#)  
*Picks a more dominant axis for look input (horizontal or vertical) and downscales the other axis by a given factor.*

### 4.6 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](#).*

## 4.7 Agoston\_R.Aim\_Assist\_Pro.Scripts.AimAssistCode.Helper Namespace Reference

### 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 [BlueControlType](#) { [CharacterController](#) , [Rigidbody](#) }  
*Determines which control type the player uses.*

## 4.8 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.*

## 4.9 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.*

## 4.10 Agoston\_R.Aim\_Assist\_Pro.Scripts.AimAssistCode.Model Namespace Reference

### Classes

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

## 4.11 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.*

## 4.12 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.*

## 4.13 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.*

## 4.14 Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo Namespace Reference

### Classes

- class [Shooter](#)  
*Shoot a raycast that will find a target.*
- class [TargetFPS](#)  
*Sets the target fps of the scene for demo and playtest purposes.*

## 4.15 Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.Controller Namespace Reference

### Classes

- class [InputHandler](#)  
*Example input handler for the aim assist demos.*

## 4.16 Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.Enemies Namespace Reference

### Classes

- class [ColorTarget](#)  
*Changes color of the given target to show that it has been selected by the aim assist.*
- class [DemoTarget](#)  
*Changes the color when hit by player fire.*
- class [Strafe](#)  
*Makes the enemy A-D strafe, either by its default facing axis or always facing the player.*

## 4.17 Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.First\_person Namespace Reference

## 4.18 Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.First\_person.Character↔ Controller Namespace Reference

### Classes

- class [FPSController\\_CC\\_AimEaseIn\\_AimLock](#)  
*Controller based on Unity's Input System controller script with the Aim Ease In and Aim Lock assists integrated.*

## 4.19 Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.First\_person.Rigid↔ BodyController Namespace Reference

### Classes

- class [FPSController\\_RB\\_AimEaseIn](#)  
*Controller based on Unity's Input System controller script with the Aim Ease In assist integrated.*
- class [FPSController\\_RB\\_AimLock](#)  
*Controller based on Unity's Input System controller script with the Aim Lock assist integrated.*
- class [FPSController\\_RB\\_Magnetism](#)  
*Controller based on Unity's Input System controller script with the Magnetism assist integrated.*
- class [FPSController\\_RB\\_PrecisionAim](#)



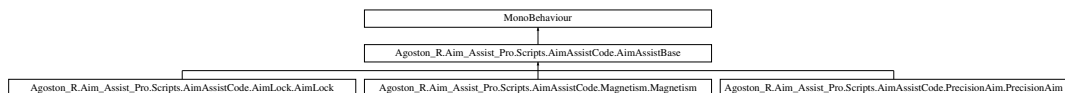
## Chapter 5

# Class Documentation

### 5.1 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**

#### 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*

#### 5.1.1 Detailed Description

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

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

- AimAssistCode/AimAssistBase.cs

## 5.2 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.*

### 5.2.1 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.

### 5.2.2 Property Documentation

#### 5.2.2.1 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.

### 5.2.2.2 RotationAdditionInDegrees

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Model.AimAssistResult.RotationAddition↔
InDegrees [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

### 5.2.2.3 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](#)

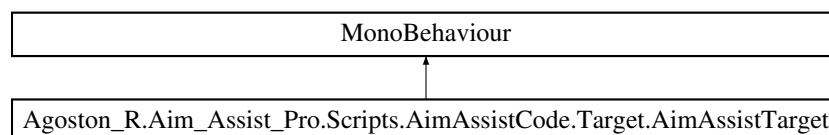
The documentation for this struct was generated from the following file:

- AimAssistCode/Model/AimAssistResult.cs

## 5.3 Agoston\_R.Aim\_Assist\_Pro.Scripts.AimAssistCode.Target.Aim↔ AssistTarget 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 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.*

### 5.3.1 Detailed Description

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

## 5.3.2 Member Data Documentation

### 5.3.2.1 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.

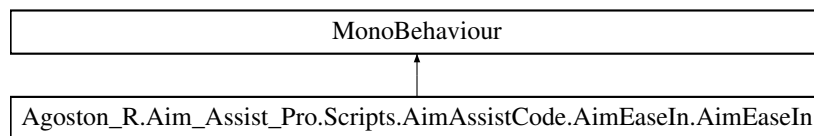
The documentation for this class was generated from the following file:

- AimAssistCode/Target/AimAssistTarget.cs

## 5.4 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

### 5.4.1 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.

## 5.4.2 Member Function Documentation

### 5.4.2.1 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

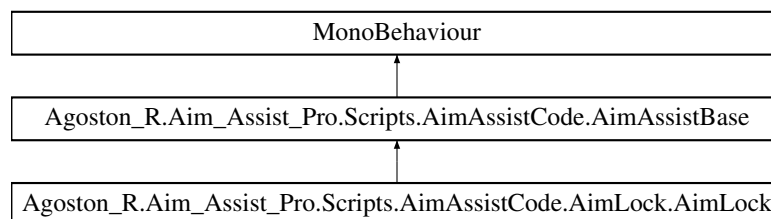
The documentation for this class was generated from the following file:

- AimAssistCode/AimEaseIn/AimEaseIn.cs

## 5.5 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

### 5.5.1 Detailed Description

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

### 5.5.2 Member Function Documentation

#### 5.5.2.1 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.

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

- AimAssistCode/AimLock/AimLock.cs

## 5.6 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.*

### 5.6.1 Detailed Description

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

### 5.6.2 Constructor & Destructor Documentation

#### 5.6.2.1 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       |

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

- AimAssistCode/AimLock/AimLockInput.cs

## 5.7 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]

### 5.7.1 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***

### 5.7.2 Member Function Documentation

#### 5.7.2.1 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



### 5.7.2.2 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.

### 5.7.2.3 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

### 5.7.2.4 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 |
|-------------|-------------|

### 5.7.2.5 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.

### 5.7.2.6 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 |
|--------------|------------------------------|

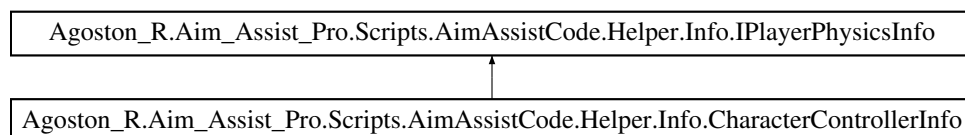
The documentation for this class was generated from the following file:

- AimAssistCode/Helper/Cache.cs

## 5.8 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*

### 5.8.1 Detailed Description

Physics information from the Character Controller.

### 5.8.2 Property Documentation

#### 5.8.2.1 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](#).

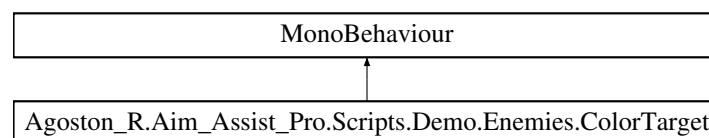
The documentation for this class was generated from the following file:

- AimAssistCode/Helper/Info/CharacterControllerInfo.cs

## 5.9 Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.Enemies.ColorTarget Class Reference

Changes color of the given target to show that is has been selected by the aim assist.

Inheritance diagram for Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.Enemies.ColorTarget:



### 5.9.1 Detailed Description

Changes color of the given target to show that is has been selected by the aim assist.

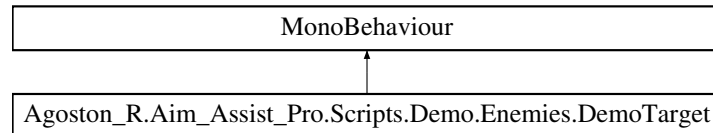
The documentation for this class was generated from the following file:

- Demo/Enemies/ColorTarget.cs

## 5.10 Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.Enemies.DemoTarget Class Reference

Changes the color when hit by player fire.

Inheritance diagram for Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.Enemies.DemoTarget:



### Public Member Functions

- void **ActivateTarget** ()  
*Changes the target color when hit, resets the color after a timer is complete.*

### Public Attributes

- Color **colorOnHit**

#### 5.10.1 Detailed Description

Changes the color when hit by player fire.

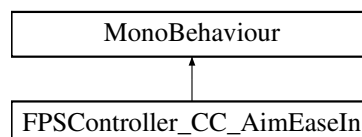
The documentation for this class was generated from the following file:

- Demo/Enemies/DemoTarget.cs

## 5.11 FPSController\_CC\_AimEaseIn Class Reference

Controller based on Unity's Input System controller script with the Aim Ease In assist integrated.

Inheritance diagram for FPSController\_CC\_AimEaseIn:



## Public Attributes

- float **MoveSpeed** = 4.0f
- float **SprintSpeed** = 6.0f
- float **RotationSpeed** = 1.0f
- float **SpeedChangeRate** = 10.0f
- float **JumpHeight** = 1.2f
- float **Gravity** = -15.0f
- float **JumpTimeout** = 0.1f
- float **FallTimeout** = 0.15f
- bool **Grounded** = true
- float **GroundedOffset** = -0.14f
- float **GroundedRadius** = 0.5f
- LayerMask **GroundLayers**
- GameObject **CinemachineCameraTarget**
- float **TopClamp** = 90.0f
- float **BottomClamp** = -90.0f

### 5.11.1 Detailed Description

Controller based on Unity's Input System controller script with the Aim Ease In assist integrated.

See the highlighted comments to show you how to integrate the aim assist.

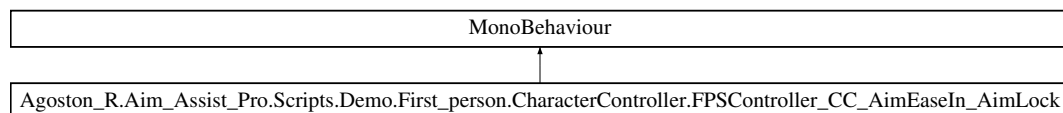
The documentation for this class was generated from the following file:

- Demo/Controller/CharacterController/FPSController\_CC\_AimEaseIn.cs

## 5.12 Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.First\_person.CharacterController.FPSController\_CC\_AimEaseIn\_AimLock Class Reference

**Controller** based on Unity's Input System controller script with the Aim Ease In and Aim Lock assists integrated.

Inheritance diagram for Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.First\_person.CharacterController.FPSController\_CC\_AimEaseIn\_AimLock:



## Public Attributes

- float **MoveSpeed** = 4.0f
- float **SprintSpeed** = 6.0f
- float **RotationSpeed** = 1.0f
- float **SpeedChangeRate** = 10.0f
- float **JumpHeight** = 1.2f
- float **Gravity** = -15.0f
- float **JumpTimeout** = 0.1f
- float **FallTimeout** = 0.15f
- bool **Grounded** = true
- float **GroundedOffset** = -0.14f
- float **GroundedRadius** = 0.5f
- LayerMask **GroundLayers**
- GameObject **CinemachineCameraTarget**
- float **TopClamp** = 90.0f
- float **BottomClamp** = -90.0f

### 5.12.1 Detailed Description

[Controller](#) based on Unity's Input System controller script with the Aim Ease In and Aim Lock assists integrated.

See the highlighted comments to show you how to integrate the aim assists.

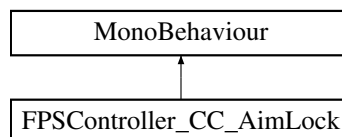
The documentation for this class was generated from the following file:

- Demo/Controller/CharacterController/FPSController\_CC\_AimEaseIn\_AimLock.cs

## 5.13 FPSController\_CC\_AimLock Class Reference

Controller based on Unity's Input System controller script with the Aim Lock assist integrated.

Inheritance diagram for FPSController\_CC\_AimLock:



### Public Attributes

- float **MoveSpeed** = 4.0f
- float **SprintSpeed** = 6.0f
- float **RotationSpeed** = 1.0f
- float **SpeedChangeRate** = 10.0f
- float **JumpHeight** = 1.2f
- float **Gravity** = -15.0f
- float **JumpTimeout** = 0.1f
- float **FallTimeout** = 0.15f
- bool **Grounded** = true
- float **GroundedOffset** = -0.14f
- float **GroundedRadius** = 0.5f
- LayerMask **GroundLayers**
- GameObject **CinemachineCameraTarget**
- float **TopClamp** = 90.0f
- float **BottomClamp** = -90.0f

### 5.13.1 Detailed Description

Controller based on Unity's Input System controller script with the Aim Lock assist integrated.

See the highlighted comments to show you how to integrate the aim assist.

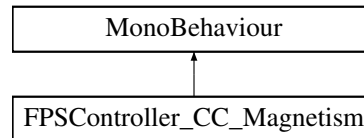
The documentation for this class was generated from the following file:

- Demo/Controller/CharacterController/FPSController\_CC\_AimLock.cs

## 5.14 FPSController\_CC\_Magnetism Class Reference

Controller based on Unity's Input System controller script with the Magnetism assist integrated.

Inheritance diagram for FPSController\_CC\_Magnetism:



### Public Attributes

- float **MoveSpeed** = 4.0f
- float **SprintSpeed** = 6.0f
- float **RotationSpeed** = 1.0f
- float **SpeedChangeRate** = 10.0f
- float **JumpHeight** = 1.2f
- float **Gravity** = -15.0f
- float **JumpTimeout** = 0.1f
- float **FallTimeout** = 0.15f
- bool **Grounded** = true
- float **GroundedOffset** = -0.14f
- float **GroundedRadius** = 0.5f
- LayerMask **GroundLayers**
- GameObject **CinemachineCameraTarget**
- float **TopClamp** = 90.0f
- float **BottomClamp** = -90.0f

### 5.14.1 Detailed Description

Controller based on Unity's Input System controller script with the Magnetism assist integrated.

See the highlighted comments to show you how to integrate the aim assist.

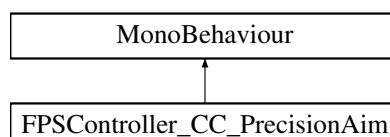
The documentation for this class was generated from the following file:

- Demo/Controller/CharacterController/FPSController\_CC\_Magnetism.cs

## 5.15 FPSController\_CC\_PrecisionAim Class Reference

Controller based on Unity's Input System controller script with the Precision Aim assist integrated.

Inheritance diagram for FPSController\_CC\_PrecisionAim:



## Public Attributes

- float **MoveSpeed** = 4.0f
- float **SprintSpeed** = 6.0f
- float **RotationSpeed** = 1.0f
- float **SpeedChangeRate** = 10.0f
- float **JumpHeight** = 1.2f
- float **Gravity** = -15.0f
- float **JumpTimeout** = 0.1f
- float **FallTimeout** = 0.15f
- bool **Grounded** = true
- float **GroundedOffset** = -0.14f
- float **GroundedRadius** = 0.5f
- LayerMask **GroundLayers**
- GameObject **CinemachineCameraTarget**
- float **TopClamp** = 90.0f
- float **BottomClamp** = -90.0f

### 5.15.1 Detailed Description

Controller based on Unity's Input System controller script with the Precision Aim assist integrated.

See the highlighted comments to show you how to integrate the aim assist.

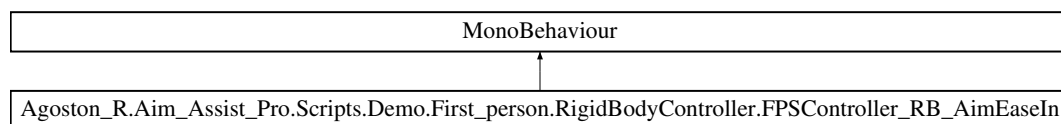
The documentation for this class was generated from the following file:

- Demo/Controller/CharacterController/FPSController\_CC\_PrecisionAim.cs

## 5.16 Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.First\_person.RigidBodyController.FPSController\_RB\_AimEaseIn Class Reference

[Controller](#) based on Unity's Input System controller script with the Aim Ease In assist integrated.

Inheritance diagram for Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.First\_person.RigidBodyController.FPSController\_RB\_AimEaseIn:





**Public Attributes**

- float **MoveSpeed** = 4.0f
- float **SprintSpeed** = 6.0f
- float **RotationSpeed** = 1.0f
- float **SpeedChangeRate** = 10.0f
- float **JumpHeight** = 1.2f
- float **Gravity** = -15.0f
- float **JumpTimeout** = 0.1f
- float **FallTimeout** = 0.15f
- bool **Grounded** = true
- float **GroundedOffset** = -0.14f
- float **GroundedRadius** = 0.5f
- LayerMask **GroundLayers**
- GameObject **CinemachineCameraTarget**
- float **TopClamp** = 90.0f
- float **BottomClamp** = -90.0f

**5.16.1 Detailed Description**

[Controller](#) based on Unity's Input System controller script with the Aim Ease In assist integrated.

See the highlighted comments to show you how to integrate the aim assist.

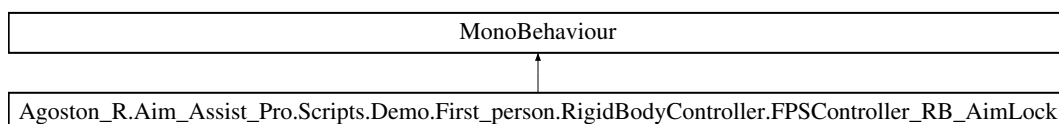
The documentation for this class was generated from the following file:

- Demo/Controller/RigidBodyController/FPSController\_RB\_AimEaseIn.cs

## 5.17 Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.First\_person.Rigid↔ BodyController.FPSController\_RB\_AimLock Class Reference

[Controller](#) based on Unity's Input System controller script with the Aim Lock assist integrated.

Inheritance diagram for Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.First\_person.RigidBodyController.FPSController↔  
\_RB\_AimLock:



## Public Attributes

- float **MoveSpeed** = 4.0f
- float **SprintSpeed** = 6.0f
- float **RotationSpeed** = 1.0f
- float **SpeedChangeRate** = 10.0f
- float **JumpHeight** = 1.2f
- float **Gravity** = -15.0f
- float **JumpTimeout** = 0.1f
- float **FallTimeout** = 0.15f
- bool **Grounded** = true
- float **GroundedOffset** = -0.14f
- float **GroundedRadius** = 0.5f
- LayerMask **GroundLayers**
- GameObject **CinemachineCameraTarget**
- float **TopClamp** = 90.0f
- float **BottomClamp** = -90.0f

### 5.17.1 Detailed Description

[Controller](#) based on Unity's Input System controller script with the Aim Lock assist integrated.

See the highlighted comments to show you how to integrate the aim assist.

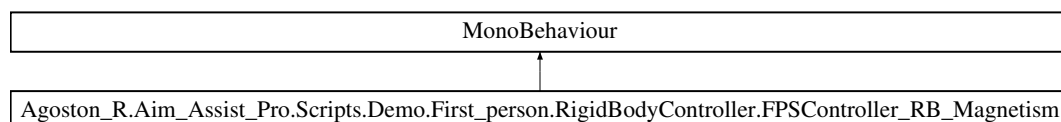
The documentation for this class was generated from the following file:

- Demo/Controller/RigidBodyController/FPSController\_RB\_AimLock.cs

## 5.18 Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.First\_person.Rigid↔ BodyController.FPSController\_RB\_Magnetism Class Reference

[Controller](#) based on Unity's Input System controller script with the Magnetism assist integrated.

Inheritance diagram for Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.First\_person.RigidBodyController.FPSController↔  
\_RB\_Magnetism:



## Public Attributes

- float **MoveSpeed** = 4.0f
- float **SprintSpeed** = 6.0f
- float **RotationSpeed** = 1.0f
- float **SpeedChangeRate** = 10.0f
- float **JumpHeight** = 1.2f
- float **Gravity** = -15.0f
- float **JumpTimeout** = 0.1f
- float **FallTimeout** = 0.15f
- bool **Grounded** = true
- float **GroundedOffset** = -0.14f
- float **GroundedRadius** = 0.5f
- LayerMask **GroundLayers**
- GameObject **CinemachineCameraTarget**
- float **TopClamp** = 90.0f
- float **BottomClamp** = -90.0f

### 5.18.1 Detailed Description

[Controller](#) based on Unity's Input System controller script with the Magnetism assist integrated.

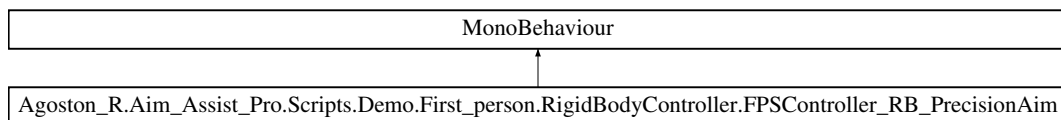
See the highlighted comments to show you how to integrate the aim assist.

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

- Demo/Controller/RigidBodyController/FPSController\_RB\_Magnetism.cs

## 5.19 Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.First\_person.RigidBodyController.FPSController\_RB\_PrecisionAim Class Reference

Inheritance diagram for Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.First\_person.RigidBodyController.FPSController\_RB\_PrecisionAim:



## Public Attributes

- float **MoveSpeed** = 4.0f
- float **SprintSpeed** = 6.0f
- float **RotationSpeed** = 1.0f
- float **SpeedChangeRate** = 10.0f
- float **JumpHeight** = 1.2f
- float **Gravity** = -15.0f
- float **JumpTimeout** = 0.1f
- float **FallTimeout** = 0.15f
- bool **Grounded** = true
- float **GroundedOffset** = -0.14f
- float **GroundedRadius** = 0.5f
- LayerMask **GroundLayers**
- GameObject **CinemachineCameraTarget**
- float **TopClamp** = 90.0f
- float **BottomClamp** = -90.0f

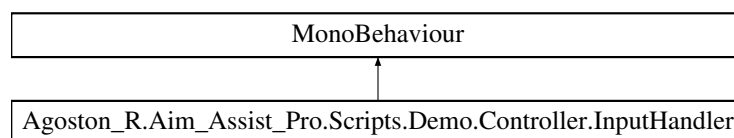
The documentation for this class was generated from the following file:

- Demo/Controller/RigidBodyController/FPSController\_RB\_PrecisionAim.cs

## 5.20 Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.Controller.InputHandler Class Reference

Example input handler for the aim assist demos.

Inheritance diagram for Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.Controller.InputHandler:



## Public Member Functions

- void **MoveInput** (Vector2 newMoveDirection)
- void **LookInput** (Vector2 newLookDirection)
- void **JumpInput** (bool newJumpState)
- void **SprintInput** (bool newSprintState)
- void **ShootInput** (bool newShootState)

## Public Attributes

- float **inputManagerLookSensitivity** = 70f
- Vector2 **move**
- Vector2 **look**
- bool **jump**
- bool **sprint**
- bool **shoot**
- bool **analogMovement**
- bool **cursorLocked** = true
- bool **cursorInputForLook** = true

### 5.20.1 Detailed Description

Example input handler for the aim assist demos.

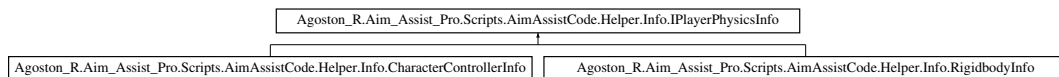
The documentation for this class was generated from the following file:

- Demo/Controller/InputHandler.cs

## 5.21 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*

### 5.21.1 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.

### 5.21.2 Property Documentation

#### 5.21.2.1 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](#).

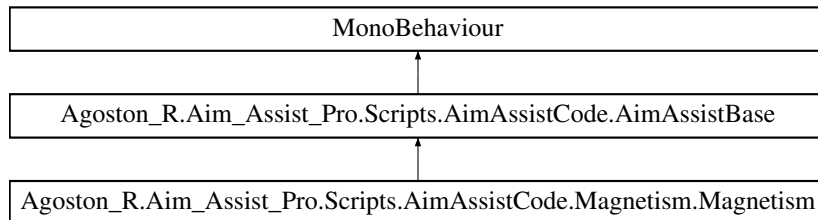
The documentation for this interface was generated from the following file:

- AimAssistCode/Helper/Info/PlayerPhysicsInfo.cs

## 5.22 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

#### 5.22.1 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.

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

- AimAssistCode/Magnetism/Magnetism.cs

## 5.23 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.*

### 5.23.1 Detailed Description

Contains data needed for the magnetism aim assist to work.

### 5.23.2 Constructor & Destructor Documentation

#### 5.23.2.1 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                    |

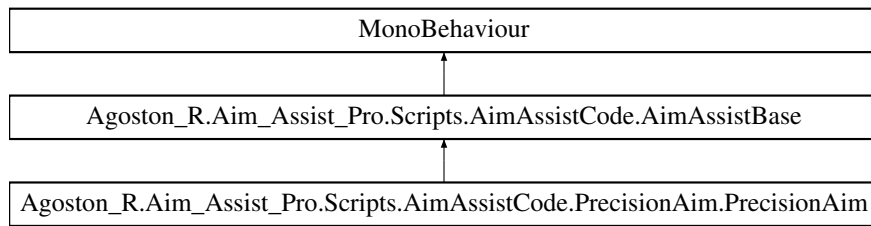
The documentation for this struct was generated from the following file:

- AimAssistCode/Magnetism/MagnetismInput.cs

## 5.24 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](#) (Vector2 lookInputDelta)  
*Calculates the slowed down player input delta using the curve.*

## Public Attributes

- AnimationCurve **smoothingCurve**

## Additional Inherited Members

### 5.24.1 Detailed Description

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

### 5.24.2 Member Function Documentation

#### 5.24.2.1 AssistAim()

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

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>lookInputDelta</i> | the player's look input delta |
|-----------------------|-------------------------------|

#### Returns

the modified look input delta



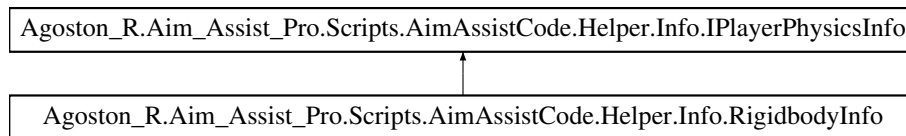
The documentation for this class was generated from the following file:

- AimAssistCode/PrecisionAim/PrecisionAim.cs

## 5.25 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*

#### 5.25.1 Detailed Description

Physics information from the Rigidbody.

#### 5.25.2 Property Documentation

##### 5.25.2.1 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:

- AimAssistCode/Helper/Info/RigidbodyInfo.cs

## 5.26 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.*

### 5.26.1 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.

### 5.26.2 Member Function Documentation

#### 5.26.2.1 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 |
|---------------|-----------------------|

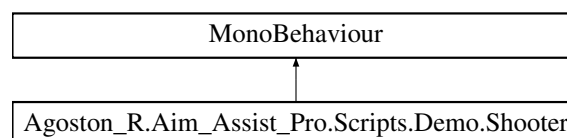
The documentation for this class was generated from the following file:

- AimAssistCode/Helper/SelectedTargetStore.cs

## 5.27 Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.Shooter Class Reference

Shoot a raycast that will find a target.

Inheritance diagram for Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.Shooter:



## Public Attributes

- Transform **cameraOrigin**
- LayerMask **layerMask**

## Properties

- bool **Trigger** [get, set]

### 5.27.1 Detailed Description

Shoot a raycast that will find a target.

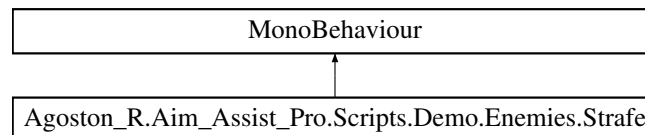
The documentation for this class was generated from the following file:

- Demo/Shooter.cs

## 5.28 Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.Enemies.Strafe Class Reference

Makes the enemy A-D strafe, either by its default facing axis or always facing the player.

Inheritance diagram for Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.Enemies.Strafe:



## Public Attributes

- float **distance** = 1
- float **speed** = 1f
- bool **facePlayer**

### 5.28.1 Detailed Description

Makes the enemy A-D strafe, either by its default facing axis or always facing the player.

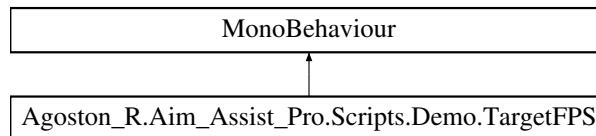
The documentation for this class was generated from the following file:

- Demo/Enemies/Strafe.cs

## 5.29 Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.TargetFPS Class Reference

Sets the target fps of the scene for demo and playtest purposes.

Inheritance diagram for Agoston\_R.Aim\_Assist\_Pro.Scripts.Demo.TargetFPS:



### Public Attributes

- int **targetFps** = 180

### 5.29.1 Detailed Description

Sets the target fps of the scene for demo and playtest purposes.

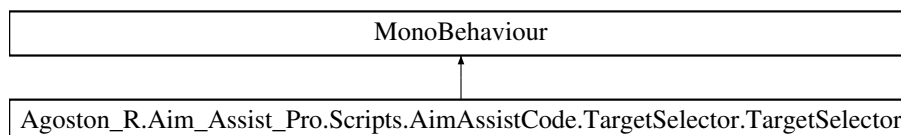
The documentation for this class was generated from the following file:

- Demo/TargetFPS.cs

## 5.30 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

- [AimAssistTarget](#) **Target** [get]

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

### 5.30.1 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.

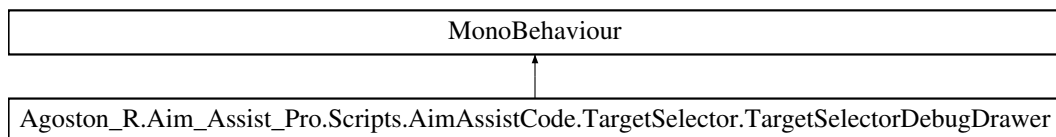
The documentation for this class was generated from the following file:

- AimAssistCode/TargetSelector/TargetSelector.cs

## 5.31 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:



### 5.31.1 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:

- AimAssistCode/TargetSelector/TargetSelectorDebugDrawer.cs



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