

# P3dDragRaycast

This component fires hit events when you click/tap, and also optionally when the mouse or finger drags across the screen at fixed pixel intervals.

## dragStep

If you want the paint to continuously apply while moving the mouse, this allows you to set how many pixels are between each step (0 = no drag).

## offset

If you want the raycast hit point to be offset from the surface a bit, this allows you to set by how much in world space.

## useHitNormal

Rotate the to the hit normal?

## showPreview

Show a painting preview under the mouse?

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