P3dBetweenRaycast

This component raycasts between two points, and fires hit events when the ray hits something.

pointA

The start point of the raycast.

pointB

The end point of the raycast.

layers

The layers you want the raycast to hit.

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?

delay

The time in seconds between each raycast.

Top