Useful unity code/functions

Zawartość

[% Parameter 1](#_Toc81477484)

[Inspector Attributes 2](#_Toc81477485)

[Dictionary 3](#_Toc81477486)

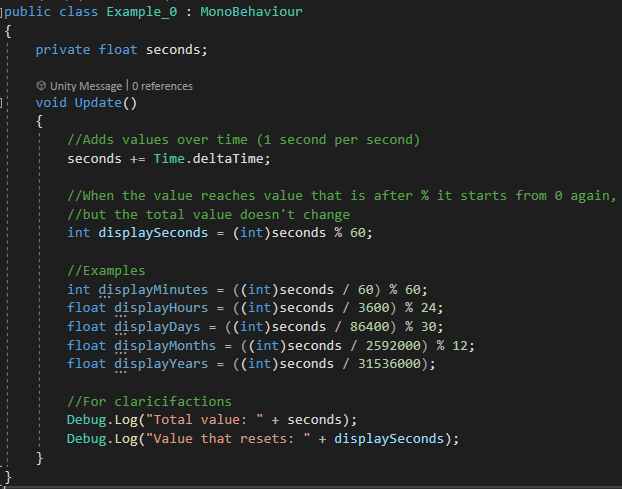
[Utility Class/Static Class 4](#_Toc81477487)

[Interface 5](#_Toc81477488)

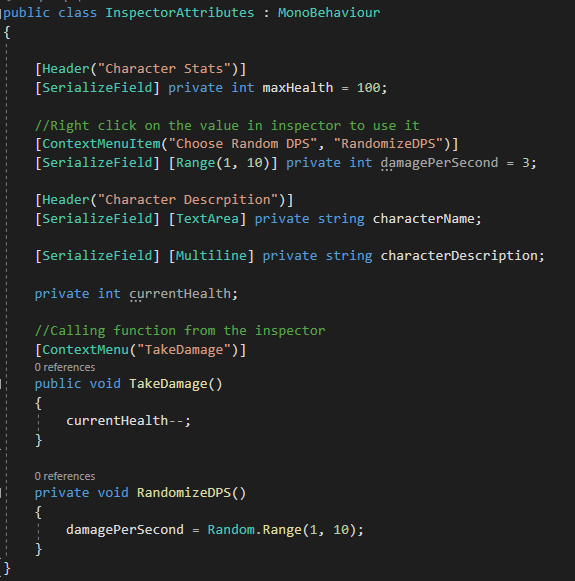
[Abstract class 6](#_Toc81477489)

[Detecting collider from which raycast was cast 7](#_Toc81477490)

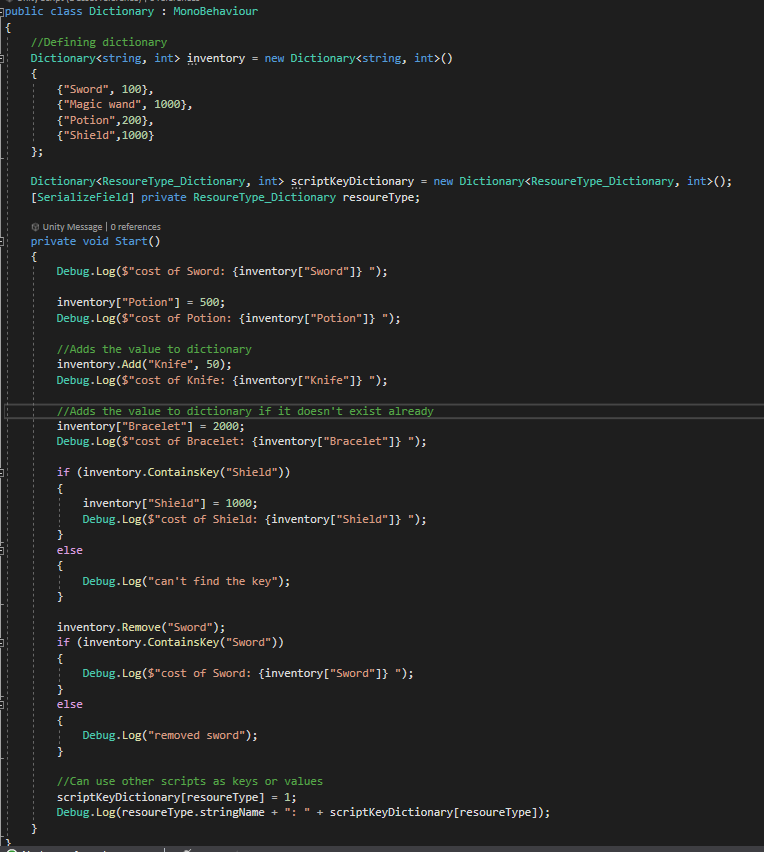
# % Parameter



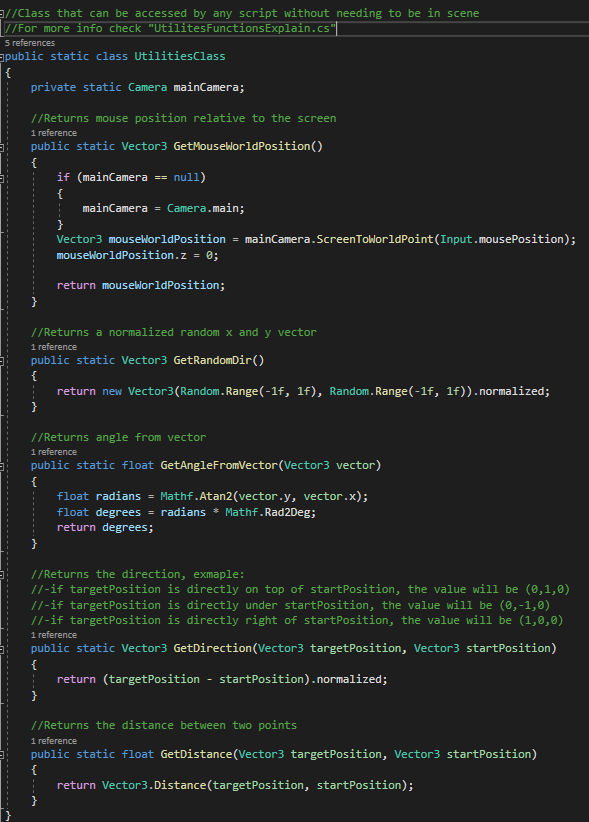
Code: [GitHub](https://github.com/darekpawlo/Examples-of-Functions/blob/main/Code%20Sandbox/Assets/Scripts/%25%20Operator/Example_0.cs)

Inspector Attributes

Code:[Github](https://github.com/darekpawlo/Examples-of-Functions/blob/main/Code%20Sandbox/Assets/Scripts/InspectorAttributes/InspectorAttributes.cs)

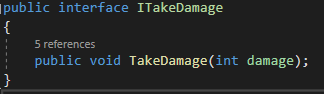
Dictionary

Code:[Github](https://github.com/darekpawlo/Examples-of-Functions/blob/main/Code%20Sandbox/Assets/Scripts/Dictionary/Dictionary.cs)

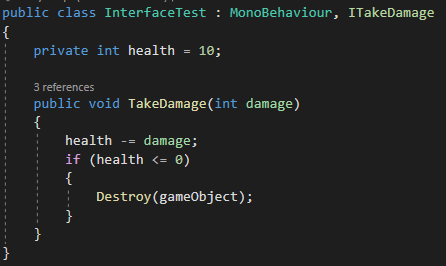
Utility Class/Static Class

Code:[Github](https://github.com/darekpawlo/Examples-of-Functions/blob/main/Code%20Sandbox/Assets/Scripts/UtilityClass/UtilitiesClass.cs), Code examples: [Github](https://github.com/darekpawlo/Examples-of-Functions/blob/main/Code%20Sandbox/Assets/Scripts/UtilityClass/UtilitesFunctionsExplain.cs)

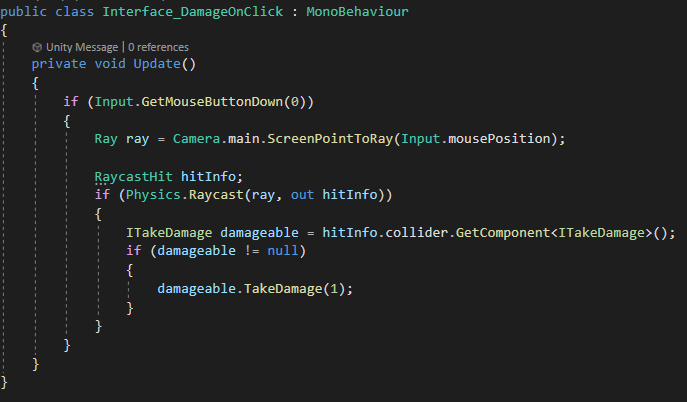
# Interface



\*interface

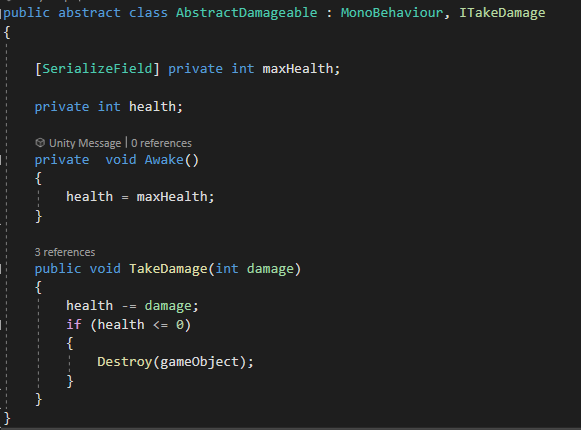


\*implementation

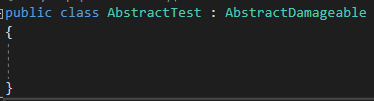


Code:[Github](https://github.com/darekpawlo/Examples-of-Functions/blob/main/Code%20Sandbox/Assets/Scripts/Interface/ITakeDamage.cs), Code examples: [InterfaceTest](https://github.com/darekpawlo/Examples-of-Functions/blob/main/Code%20Sandbox/Assets/Scripts/Interface/InterfaceTest.cs), [Interface\_DamgeOnClick](https://github.com/darekpawlo/Examples-of-Functions/blob/main/Code%20Sandbox/Assets/Scripts/Interface/Interface_DamageOnClick.cs)

# Abstract class



\*abstract class

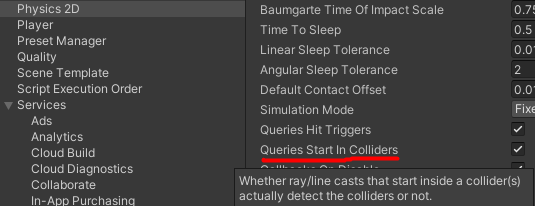


\*Implementation



Code:[Github](https://github.com/darekpawlo/Examples-of-Functions/blob/main/Code%20Sandbox/Assets/Scripts/AbstractClass/AbstractDamageable.cs), Code examples: [Implementation](https://github.com/darekpawlo/Examples-of-Functions/blob/main/Code%20Sandbox/Assets/Scripts/AbstractClass/AbstractTest.cs), [Abstract\_DamageOnClick](https://github.com/darekpawlo/Examples-of-Functions/blob/main/Code%20Sandbox/Assets/Scripts/AbstractClass/Abstract_DamageOnClick.cs)

# Detecting collider from which raycast was cast



\*Gdy jest wyłączone casty nie będą wykrywać collidera z którego zostały zcastowane