TARGET SCANNER

Add Scanner to Your Script

```
//namespace
using DC.Scanner;

    //Monster Class
    public class Monster : MonoBehaviour
    {
        //Scanner Declaration
        public TargetScanner scanner;
```


Monster (Script)			
Script	# Monster		
▼ Scanner			
Scanner Gizmos	✓		
Transform	Scanner Pivot (Transform)		
Alert Radius	3		
View Radius	15		
View Angle		270	
Target Layer	Target		
Obstacle Layer	Environment		
Height Offset	0		
Max Height Difference	1		

Get Target Data from Scanner

```csharp
//Get First Target Element from Scanner Target List
Transform firstDetectedTarget = scanner.GetTarget();


//Get Nearest Target among all detected
Transform NearestTarget = scanner.GetNearestTarget();


//Get the list of targets detected by Scanner
List<Transform> targetList = scanner.GetTargetList();
```

Add Target Manually

```
//Add Target to Scanner list Manually
scanner.AddTarget(target);
```

Visualize Scanner in Scene

```csharp
private void OnDrawGizmos()
{
    //Show Scanner Gizmos
    scanner.ShowGizmos();
}
```

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