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# VISUAL RAYCAST

## BY SIMPLE MAN

### PREPARING SCENE

To see the visualization of raycast operations on the scene, you need an object with a **"Visual Cast Drawer"** component. You can add it by right clicking on the hierarchy window -> Visual Cast Drawer.

### HOW TO USE CAST

The raycast (like boxcast and spherecast) is called with this line:

```
this.Raycast(originPoint, direction)
```

This method returns the **CastResult** struct - the result of the operation.

You can also use the following code to determine if the ray has hit any obstacle:

```
CastResult result = VisualCast.Raycast(originPoint, direction);  
if(result) {...}
```

Methods *this.Raycast(...)*, *this.Boxcast(...)*, and *this.Spherecast(...)* supports also next parameters:

1. **float max distance** - max distance of raycast
2. **LayerMask mask** - layers to cast
3. **bool cast all** - should cast after first hit
4. **bool ignore self** - should object that making cast ignore itself.