

# Ignition / RendererHelpers

Namespace **Playniax.Ignition**

Script can be found in **Assets/Playniax/Framework/Ignition/Scripts/RendererHelpers.cs**

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## Class RendererHelpers

### Description

Collection of renderer functions.

Public Methods	Description
<code>static Bounds GetBounds(GameObject gameObject)</code>	Returns the bounds of an object with multiple renderers.
<code>static Vector2 GetSize(GameObject gameObject)</code>	Returns the size of an object with multiple renderers.
<code>static void SetOrder(GameObject gameObject, int orderInLayer, bool includeInactive = false)</code>	Sets order in layer.