Ignition / Math2DHelpers

Namespace **Playniax.Ignition**

Script can be found in **Assets/Playniax/Framework/Ignition/Scripts/Math2DHelpers.cs**

Class Math2DHelpers

Description

Collection of 2d math functions.

Public Methods	Description
`static float GetAngle(Vector3 a, Vector3 b)`	Returns the angle between objects a & b.
`static bool Intersect(float cx, float cy, float radius, float x1, float y1, float x2, float y2)`	Returns whether the line intersects with circle or not.
`static bool PointInsideRect(float pointX, float pointY, float x, float y, float width, float height, float pivotX = .5f, float pivotY = .5f)`	Returns whether point is inside the rectangle or not.