



LookFrom

LookFrom

```
using UnityEngine;
```

```
Unity Script (1 asset reference) | 0 references | nonparelli, 1 hour ago | 2 authors, 2 changes
```

```
public class AimingCast : MonoBehaviour
```

```
{
```

```
    public GameObject tank;
```

```
    Unity Message | 0 references | janina sonn , 6 days ago | 1 author, 1 change
```

```
    private void Start()
```

```
    {
```

```
    }
```

```
    Unity Message | 0 references | nonparelli, 1 hour ago | 2 authors, 2 changes
```

```
    private void OnDrawGizmos()
```

```
    {
```

```
        Vector3 lookfrom = transform.position;
```

```
        Vector3 direction = transform.forward;
```

```
        RaycastHit hit;
```

```
        Physics.Raycast(lookfrom, direction, out hit, Mathf.Infinity);
```

```
        Debug.DrawRay(lookfrom, direction * hit.distance);
```

```
        //This is the hit normal
```

```
        MyGizmos.DrawVectorDir(hit.point, hit.normal, Color.green);
```

```
        //This should be perpendicular to normal and player looking direction
```

```
        Vector3 hitRight = Vector3.Cross(hit.normal, direction);
```

```
        MyGizmos.DrawVectorDir(hit.point, hitRight, Color.red);
```

```
        // Now we cross THOSE
```

```
        Vector3 hitForward = Vector3.Cross(hitRight, hit.normal);
```

```
        MyGizmos.DrawVectorDir(hit.point, hitForward, Color.blue);
```

```
        // Move tank to spot
```

```
        tank.transform.position = hit.point;
```

```
        // Set tank transforms
```

```
        tank.transform.right = hitRight;
```

```
        tank.transform.forward = hitForward;
```

```
    }
```

```
}
```