

Aim Assist Pro Reference

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Chapter 1

Namespace Index

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Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Base class for all aim assist classes that handles the setup of the target selector.	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Model.AimAssistResult	12
Contains output from the aim assist calculations	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Target.AimAssistTarget	13
GameObjects with this component can be targeted by the Aim Assist component to adjust the aim.	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.AimEaseIn	14
Picks a more dominant axis for look input (horizontal or vertical) and downscales the other axis by a given factor	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.AimLock	15
Smoothly rotates the player towards the target. A curve is available to smooth out the rotation and allow some wiggle room.	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.AutoAim	17
Adjusts the player's aim so that the look input is changed to looking at the target	
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Improve performance by storing which game objects have certain components on them	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.CharacterControllerInfo	21
Physics information from the Character Controller.	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.IPlayerPhysicsInfo	22
Physics information on the player	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Chaining.LookInputBasedAimAssistChainer	22
Helper class to integrate multiple types of aim assists that work based on changing the look input. These aim assists are the AimEaseIn, PrecisionAim and AutoAim	
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Compensates for the player's strafe by loosely following the target while it's still in assist range	
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A dedicated name for the Unity event that is fired off when a new target is found.	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.PrecisionAim	25
Slows down the look input using a curve to ease up aim on the target.	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.RigidbodyInfo	27
Physics information from the Rigidbody.	
Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Caching.SelectedTargetStore	28
Contains logic that handles the selection of a single target and calling its notification events . .	

Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelection.TargetSelector	
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Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelection.TargetSelectorDebugDrawer	
Debug drawer that shows what the target selector sees in the Scene view.	30

Chapter 4

Namespace Documentation

4.1 Agoston_R Namespace Reference

4.2 Agoston_R.Aim_Assist_Pro Namespace Reference

4.3 Agoston_R.Aim_Assist_Pro.Scripts Namespace Reference

4.4 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode Namespace Reference

4.5 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists Namespace Reference

Classes

- class [AimAssistBase](#)
Base class for all aim assist classes that handles the setup of the target selector.
- class [AimEaseIn](#)
Picks a more dominant axis for look input (horizontal or vertical) and downscales the other axis by a given factor.
- class [AimLock](#)
Smoothly rotates the player towards the target. A curve is available to smooth out the rotation and allow some wiggle room.
- class [AutoAim](#)
Adjusts the player's aim so that the look input is changed to looking at the target.
- class [Magnetism](#)
Compensates for the player's strafe by loosely following the target while it's still in assist range.
- class [PrecisionAim](#)
Slows down the look input using a curve to ease up aim on the target.

4.6 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper Namespace Reference

4.7 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Caching Namespace Reference

Classes

- class [Cache](#)
Improve performance by storing which game objects have certain components on them.
- class [SelectedTargetStore](#)
Contains logic that handles the selection of a single target and calling its notification events.

4.8 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Chaining Namespace Reference

Classes

- class [LookInputBasedAimAssistChainer](#)
[Helper](#) class to integrate multiple types of aim assists that work based on changing the look input. These aim assists are the [AimEaseIn](#), [PrecisionAim](#) and [AutoAim](#).

4.9 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Controls Namespace Reference

Enumerations

- enum [PlayerControlType](#) { [CharacterController](#) , [Rigidbody](#) }
Determines which control type the player uses.

4.10 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info Namespace Reference

Classes

- class [CharacterControllerInfo](#)
Physics information from the Character Controller.
- interface [IPlayerPhysicsInfo](#)
Physics information on the player.
- class [RigidbodyInfo](#)
Physics information from the Rigidbody.

4.11 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.↔ Numerics Namespace Reference

Classes

- class **NumberUtils**
Contains additional logic for the aim assist.

4.12 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Model Namespace Reference

Classes

- struct [AimAssistResult](#)
Contains output from the aim assist calculations.

4.13 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Target Namespace Reference

Classes

- class [AimAssistTarget](#)
GameObjects with this component can be targeted by the Aim Assist component to adjust the aim.

4.14 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Target↔ Selection Namespace Reference

Classes

- class [NotifyTargetFound](#)
A dedicated name for the Unity event that is fired off when a new target is found.
- class [TargetSelector](#)
Finds and selects a given target for the aim assists and invokes events on the target if any are defined.
- class [TargetSelectorDebugDrawer](#)
Debug drawer that shows what the target selector sees in the Scene view.

Chapter 5

Class Documentation

5.1 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.AimAssistBase Class Reference

Base class for all aim assist classes that handles the setup of the target selector.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.AimAssistBase:



Public Attributes

- bool **aimAssistEnabled** = true

Protected Member Functions

- virtual void **Awake** ()

Properties

- [AimAssistTarget](#) **Target** [get]
The current target available from the selector
- float **AimAssistRadius** [get]
The radius of the selector in metres
- float **NearClipDistance** [get]
The near clip distance of the selector
- float **FarClipDistance** [get]
The far clip distance of the selector
- Transform **PlayerCamera** [get]
The player camera that is used for aiming.
- [NotifyTargetFound](#) **OnTargetFound** [get]
- [NotifyTargetFound](#) **OnTargetLost** [get]

5.1.1 Detailed Description

Base class for all aim assist classes that handles the setup of the target selector.

The documentation for this class was generated from the following file:

- AimAssists/AimAssistBase.cs

5.2 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Model.AimAssistResult Struct Reference

Contains output from the aim assist calculations.

Public Member Functions

- **AimAssistResult** (float rotationAdditionInDegrees, Vector3 turnAddition, float pitchAdditionInDegrees)

Properties

- float **RotationAdditionInDegrees** [get]
The horizontal turn adjustment that's calculated by the aim assist.
- Vector3 **TurnAddition** [get]
The horizontal turn adjustment along the UP axis that's calculated by the aim assist.
- float **PitchAdditionInDegrees** [get]
The vertical pitch adjustment that's calculated by the aim assist.
- static **AimAssistResult Empty** [get]
Returns an empty result. You can add this to your rotations as if they were actual populated values and they'll make no difference.

5.2.1 Detailed Description

Contains output from the aim assist calculations.

The values are unclamped - they are additions. When assigning to properties with a limit like the camera pitch, the resulting value has to be clamped before assigning to the camera pitch.

5.2.2 Property Documentation

5.2.2.1 PitchAdditionInDegrees

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Model.AimAssistResult.PitchAdditionInDegrees [get]
```

The vertical pitch adjustment that's calculated by the aim assist.

Has to be added to the pitch of the camera. Already contains the direction with its Sign.

5.2.2.2 RotationAdditionInDegrees

```
float Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Model.AimAssistResult.RotationAddition↔
InDegrees [get]
```

The horizontal turn adjustment that's calculated by the aim assist.

Has to be added to the rotation. Already contains the direction with its Sign.

When working with quaternions e.g. using MoveRotation for a Rigidbody, make sure you include the original rotation for the RB too

5.2.2.3 TurnAddition

```
Vector3 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Model.AimAssistResult.TurnAddition
[get]
```

The horizontal turn adjustment along the UP axis that's calculated by the aim assist.

Has to additionally rotate the player by this vector after handling your inputs. Added for convenience over [RotationAdditionInDegrees](#)

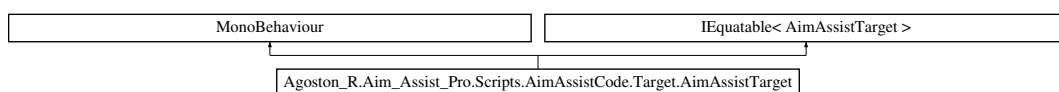
The documentation for this struct was generated from the following file:

- Model/AimAssistResult.cs

5.3 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Target.AimAssistTarget Class Reference

GameObjects with this component can be targeted by the Aim Assist component to adjust the aim.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Target.AimAssistTarget:



Public Member Functions

- bool **Equals** ([AimAssistTarget](#) other)

Public Attributes

- readonly UnityEvent [TargetSelected](#) = new UnityEvent()
Can be invoked when the target is picked up by the aim assist.
- readonly UnityEvent **TargetLost** = new UnityEvent()
Invoked when the target is no longer picked up by the aim assist.

5.3.1 Detailed Description

GameObjects with this component can be targeted by the Aim Assist component to adjust the aim.

5.3.2 Member Data Documentation

5.3.2.1 TargetSelected

```
readonly UnityEvent Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Target.AimAssistTarget.↔
TargetSelected = new UnityEvent()
```

Can be invoked when the target is picked up by the aim assist.

Invoked once when the target is picked up but is not repeatedly invoked while the aim assist lasts.

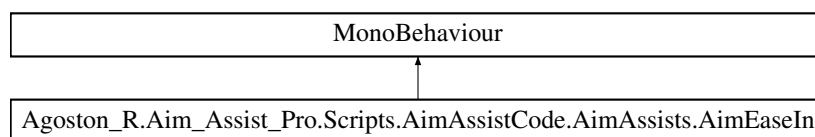
The documentation for this class was generated from the following file:

- Target/AimAssistTarget.cs

5.4 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.↔ AimEaseIn Class Reference

Picks a more dominant axis for look input (horizontal or vertical) and downscales the other axis by a given factor.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.AimEaseIn:



Public Member Functions

- Vector2 [AssistAim](#) (Vector2 lookInputDelta)
Downscales the less dominant axis in input.

Public Attributes

- bool **aimAssistEnabled** = true
- float **smoothnessMultiplier** = 0.6f

5.4.1 Detailed Description

Picks a more dominant axis for look input (horizontal or vertical) and downscales the other axis by a given factor.

This makes it easier to do horizontal or vertical turns on the controller.

5.4.2 Member Function Documentation

5.4.2.1 AssistAim()

```
Vector2 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.AimEaseIn.AssistAim (
    Vector2 lookInputDelta )
```

Downscales the less dominant axis in input.

The input is the controller input delta. The output is the modified controller input delta - NOT the actual angles to rotate.

Run your look input through this before proceeding with the rotations.

Parameters

<i>lookInputDelta</i>	controller look input delta
-----------------------	-----------------------------

Returns

the modified look input delta

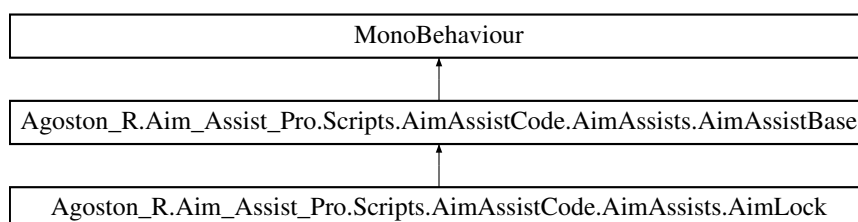
The documentation for this class was generated from the following file:

- AimAssists/AimEaseIn.cs

5.5 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.AimLock Class Reference

Smoothly rotates the player towards the target. A curve is available to smooth out the rotation and allow some wiggle room.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.AimLock:



Public Member Functions

- [AimAssistResult AssistAim \(\)](#)

Smoothly snaps aim to the target's position, at its center.

Public Attributes

- float **horizontalTimeToAim** = 2
- float **verticalTimeToAim** = 1
- bool **enableAngularVelocityCurve** = true
- AnimationCurve **angularVelocityCurve**

Additional Inherited Members

5.5.1 Detailed Description

Smoothly rotates the player towards the target. A curve is available to smooth out the rotation and allow some wiggle room.

5.5.2 Member Function Documentation

5.5.2.1 AssistAim()

```
AimAssistResult Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.AimLock.AssistAim (
)
```

Smoothly snaps aim to the target's position, at its center.

Takes in the delta time as it can be different based on where the input logic is implemented (Update, fixed update etc) or scaled time.

Returns the needed adjustment in degrees for the pitch and rotation. This adjustment is an addition - you need to add it to your turn / pitch.

Returns

the additional rotation in degrees. add this to your rotation and pitch.

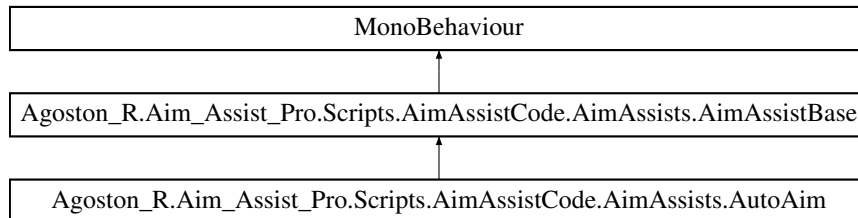
The documentation for this class was generated from the following file:

- AimAssists/AimLock.cs

5.6 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.AutoAim Class Reference

Adjusts the player's aim so that the look input is changed to looking at the target.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.AutoAim:



Public Member Functions

- Vector2 [AssistAim](#) (Vector2 lookInputDelta)
Calculate the desired look input after the aim assist.

Public Attributes

- float **deadzoneRadius** = 0.01f
- float **factor** = 0.5f
- float **aimAngleThreshold** = 120f
- float **aimEaseOutDampeningMultiplier** = 0.6f
- float **timeToRegainOriginalInputSensitivity** = 0.5f

Protected Member Functions

- override void [Awake](#) ()

Additional Inherited Members

5.6.1 Detailed Description

Adjusts the player's aim so that the look input is changed to looking at the target.

Eases the aim out afterwards to make flickshots easier.

5.6.2 Member Function Documentation

5.6.2.1 AssistAim()

```
Vector2 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.AutoAim.AssistAim (
    Vector2 lookInputDelta )
```

Calculate the desired look input after the aim assist.

Use the resulting look input delta to rotate your camera as if you'd normally do without the aim assist.

Parameters

<i>lookInputDelta</i>	inputs for the aim assist: the player's look input delta.
-----------------------	---

Returns

the assisted player look input delta.

5.6.2.2 Awake()

```
override void Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.AutoAim.Awake ( )
[protected], [virtual]
```

Reimplemented from [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.AimAssistBase](#).

The documentation for this class was generated from the following file:

- AimAssists/AutoAim.cs

5.7 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.↵ Caching.Cache< T > Class Template Reference

Improve performance by storing which game objects have certain components on them.

Public Member Functions

- void [RegisterItem](#) (T item)
Registers a new item to the cache
- bool [IsEmpty](#) ()
Check whether the store is empty
- void [StoreItems](#) (IEnumerable< T > items)
Replace the store with the given elements.
- ICollection< T > [FindAll](#) ()
Returns the elements stored in the cache in a readonly fashion.
- bool [RemoveItem](#) (T item)
Remove the given item if it is in the store.
- T [FindOrInsert](#) (Component obj)
Tries to find the given component on the added object and saves it if not found in storage.
- void **Purge** ()
Clear all items from the store.

Properties

- static [Cache](#)< T > **Instance** [get]

5.7.1 Detailed Description

Improve performance by storing which game objects have certain components on them.

Cuts down on GetComponent calls and queries.

Template Parameters

<i>T</i>	Type of component stored for a given game object
----------	--

Type Constraints

T : *Component*

5.7.2 Member Function Documentation

5.7.2.1 FindAll()

```
ICollection< T > Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Caching.Cache< T >.FindAll ( )
```

Returns the elements stored in the cache in a readonly fashion.

Returns

the elements of the cache

5.7.2.2 FindOrInsert()

```
T Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Caching.Cache< T >.FindOrInsert ( Component obj )
```

Tries to find the given component on the added object and saves it if not found in storage.

If there's no T component on the object in question, it stores the null and will return that later.

Parameters

<i>obj</i>	the object in question whom we check for the T component
------------	--

Returns

the stored component if already present, the found component if present or null.

5.7.2.3 IsEmpty()

```
bool Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Caching.Cache< T >.IsEmpty ( )
```

Check whether the store is empty

Returns

true if the store has no elements inside, false otherwise

5.7.2.4 RegisterItem()

```
void Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Caching.Cache< T >.RegisterItem (
    T item )
```

Registers a new item to the cache

HAS TO BE CALLED EVERY TIME a new item of type T has been instantiated to the scene.

Parameters

<i>item</i>	item to add
-------------	-------------

5.7.2.5 RemoveItem()

```
bool Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Caching.Cache< T >.RemoveItem (
    T item )
```

Remove the given item if it is in the store.

Parameters

<i>item</i>	item to remove
-------------	----------------

Returns

true if the item is found and removed, false otherwise.

5.7.2.6 StoreItems()

```
void Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Caching.Cache< T >.StoreItems (
    IEnumerable< T > items )
```

Replace the store with the given elements.

Parameters

<i>items</i>	elements to add to the store
--------------	------------------------------

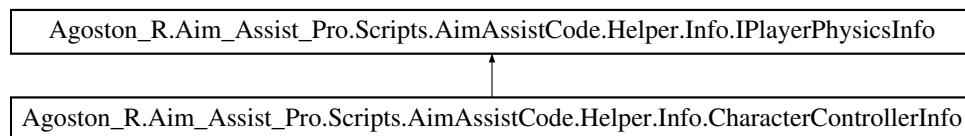
The documentation for this class was generated from the following file:

- `Helper/Caching/Cache.cs`

5.8 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.CharacterControllerInfo Class Reference

Physics information from the Character Controller.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.CharacterControllerInfo:



Public Member Functions

- **CharacterControllerInfo** (CharacterController controller)

Properties

- Vector3 **Velocity** [get]
The CharacterController's velocity

5.8.1 Detailed Description

Physics information from the Character Controller.

5.8.2 Property Documentation

5.8.2.1 Velocity

Vector3 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.CharacterControllerInfo.
Velocity [get]

The CharacterController's velocity

Implements [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.IPlayerPhysicsInfo](#).

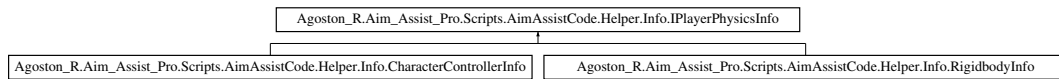
The documentation for this class was generated from the following file:

- `Helper/Info/CharacterControllerInfo.cs`

5.9 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.↔ IPlayerPhysicsInfo Interface Reference

Physics information on the player.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.IPlayerPhysicsInfo:



Properties

- Vector3 [Velocity](#) [get]
The player's velocity

5.9.1 Detailed Description

Physics information on the player.

Using this as a strategy pattern to eliminate code duplication when working with both rigidbodies and character controllers.

5.9.2 Property Documentation

5.9.2.1 Velocity

Vector3 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.IPlayerPhysicsInfo.Velocity
[get]

The player's velocity

Implemented in [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.CharacterControllerInfo](#), and [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.RigidbodyInfo](#).

The documentation for this interface was generated from the following file:

- Helper/Info/IPlayerPhysicsInfo.cs

5.10 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.↔ Chaining.LookInputBasedAimAssistChainer Class Reference

[Helper](#) class to integrate multiple types of aim assists that work based on changing the look input. These aim assists are the AimEaseIn, PrecisionAim and AutoAim.

Public Member Functions

- [LookInputBasedAimAssistChainer](#) **WithLookInputDelta** (Vector2 lookInputDelta)
- [LookInputBasedAimAssistChainer](#) **UsingPrecisionAim** ([PrecisionAim](#) precisionAim)
- [LookInputBasedAimAssistChainer](#) **UsingAimEaseIn** ([AimEaseIn](#) aimEaseIn)
- [LookInputBasedAimAssistChainer](#) **UsingAutoAim** ([AutoAim](#) autoAim)
- Vector2 [GetModifiedLookInputDelta](#) ()

Combines the results of look input based aim assists into a single end result, using the aim assists provided.

5.10.1 Detailed Description

[Helper](#) class to integrate multiple types of aim assists that work based on changing the look input. These aim assists are the AimEaseIn, PrecisionAim and AutoAim.

Look input based aim assists change your look input and you make use of them by turning your player / camera based on that changed look input. However when integrating multiple of these, you'd have to run your look input through multiple aim assists and use the end result.

This class helps by chaining the raw look input through the aim assists, and returning the end result. You can just use that end result as your look input after running them through this class.

5.10.2 Member Function Documentation**5.10.2.1 GetModifiedLookInputDelta()**

```
Vector2 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Chaining.LookInputBasedAimAssistChainer.GetModifiedLookInputDelta ( )
```

Combines the results of look input based aim assists into a single end result, using the aim assists provided.

If the method is called without using any aim assists, it will just return the original look input delta without changing it.

Returns

The modified look input delta that went through all the aim assists that were included.

The documentation for this class was generated from the following file:

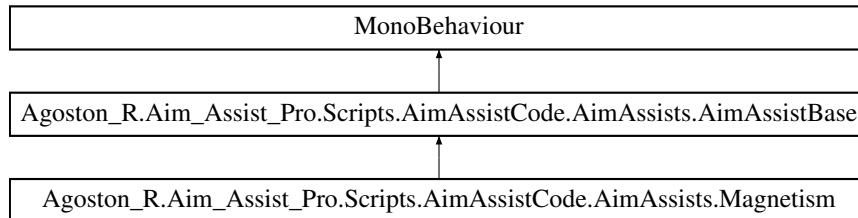
- Helper/Chaining/LookInputBasedAimAssistChainer.cs

5.11 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.Magnetism Class Reference

Magnetism Class Reference

Compensates for the player's strafe by loosely following the target while it's still in assist range.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.Magnetism:



Public Member Functions

- [AimAssistResult AssistAim](#) (Vector2 moveInputDelta)
Calculates adjustments for the player's rotation and camera pitch to compensate against strafing or jumping.

Public Attributes

- [PlayerControlType controlType](#)
- Rigidbody **playerBody**
- CharacterController **playerController**
- float **horizontalSmoothnessAwayFromTarget** = 1.09f
- float **horizontalSmoothnessTowardsTarget** = 2f
- float **lerpDistance** = 0.1f
- bool **verticalCompensation**
- float **verticalSmoothness** = 1.15f

Additional Inherited Members

5.11.1 Detailed Description

Compensates for the player's strafe by loosely following the target while it's still in assist range.

Requires a Rigidbody to be present on the player.

5.11.2 Member Function Documentation

5.11.2.1 AssistAim()

```

AimAssistResult Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.Magnetism.AssistAim
(
    Vector2 moveInputDelta )
  
```

Calculates adjustments for the player's rotation and camera pitch to compensate against strafing or jumping.

Parameters

<i>moveInputDelta</i>	The player's movement input delta you would use as an input for movement controls.
-----------------------	--

Returns

The angles in degrees to change player rotation and camera pitch.

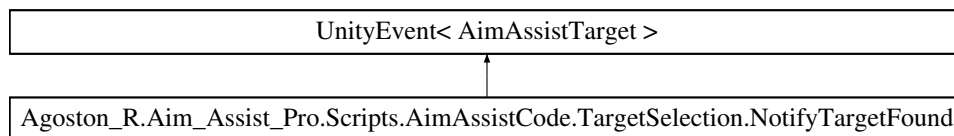
The documentation for this class was generated from the following file:

- AimAssists/Magnetism.cs

5.12 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelection.NotifyTargetFound Class Reference

A dedicated name for the Unity event that is fired off when a new target is found.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelection.NotifyTargetFound:



5.12.1 Detailed Description

A dedicated name for the Unity event that is fired off when a new target is found.

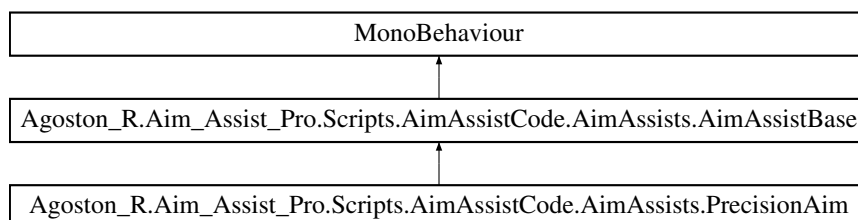
The documentation for this class was generated from the following file:

- TargetSelection/NotifyTargetFound.cs

5.13 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.PrecisionAim Class Reference

Slows down the look input using a curve to ease up aim on the target.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.PrecisionAim:



Public Member Functions

- Vector2 [AssistAim](#) (Vector2 lookInputDelta)
Calculates the slowed down player input delta using the curve.

Public Attributes

- float **sensitivityMultiplierAtCenter** = 0.18f
- float **sensitivityMultiplierAtEdge** = 0.5f
- float **timeToRegainOriginalInputSensitivity** = 0.5f

Protected Member Functions

- override void [Awake](#) ()

Additional Inherited Members

5.13.1 Detailed Description

Slows down the look input using a curve to ease up aim on the target.

5.13.2 Member Function Documentation

5.13.2.1 AssistAim()

```
Vector2 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.PrecisionAim.AssistAim (
    Vector2 lookInputDelta )
```

Calculates the slowed down player input delta using the curve.

Receives a look input delta, returns a modified look input delta.

Before calculating your rotations from the player input, run that input through this.

Parameters

<i>lookInputDelta</i>	inputs: the player's look input delta
-----------------------	---------------------------------------

Returns

the modified look input delta

5.13.2.2 Awake()

```
override void Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.PrecisionAim.Awake ( )
[protected], [virtual]
```

Reimplemented from [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.AimAssists.AimAssistBase](#).

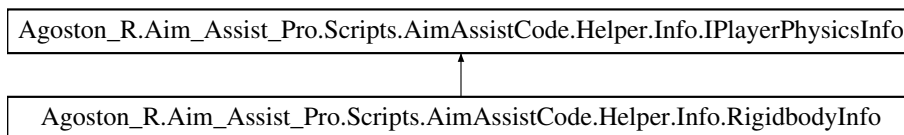
The documentation for this class was generated from the following file:

- AimAssists/PrecisionAim.cs

5.14 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.RigidbodyInfo Class Reference

Physics information from the Rigidbody.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.RigidbodyInfo:



Public Member Functions

- **RigidbodyInfo** (Rigidbody playerBody)

Properties

- Vector3 **Velocity** [get]
The player's velocity

5.14.1 Detailed Description

Physics information from the Rigidbody.

5.14.2 Property Documentation

5.14.2.1 Velocity

```
Vector3 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.RigidbodyInfo.Velocity
[get]
```

The player's velocity

Implements [Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Info.IPlayerPhysicsInfo](#).

The documentation for this class was generated from the following file:

- [Helper/Info/RigidbodyInfo.cs](#)

5.15 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Caching.SelectedTargetStore Class Reference

Contains logic that handles the selection of a single target and calling its notification events.

Public Member Functions

- void [ProcessTarget](#) ([AimAssistTarget](#) target)
Calls the events to the selected target and stores it to prevent invoking the same events over and over again.

5.15.1 Detailed Description

Contains logic that handles the selection of a single target and calling its notification events.

Must use distinct instances for each player, in case multiple players are present.

5.15.2 Member Function Documentation

5.15.2.1 ProcessTarget()

```
void Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.Helper.Caching.SelectedTargetStore.↵
ProcessTarget (
    AimAssistTarget target )
```

Calls the events to the selected target and stores it to prevent invoking the same events over and over again.

Parameters

<i>target</i>	target that was found
---------------	-----------------------

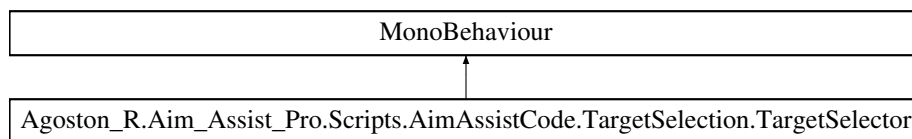
The documentation for this class was generated from the following file:

- Helper/Caching/SelectedTargetStore.cs

5.16 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelection.TargetSelector Class Reference

Finds and selects a given target for the aim assists and invokes events on the target if any are defined.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelection.TargetSelector:



Public Attributes

- Transform **playerCamera**
- float **aimAssistRadius** = 0.5f
- float **nearClipDistance** = 0.5f
- float **farClipDistance** = 50f
- LayerMask **layerMask**

Properties

- **NotifyTargetFound OnTargetSelected** = new **NotifyTargetFound()** [get]
- **NotifyTargetFound OnTargetLost** = new **NotifyTargetFound()** [get]
- **AimAssistTarget Target** [get]

The target that is currently found by the selector. Null if currently no targets are found.

5.16.1 Detailed Description

Finds and selects a given target for the aim assists and invokes events on the target if any are defined.

Separating the selection can enable you to use multiple aim assists together with no additional performance hit from the target selection process.

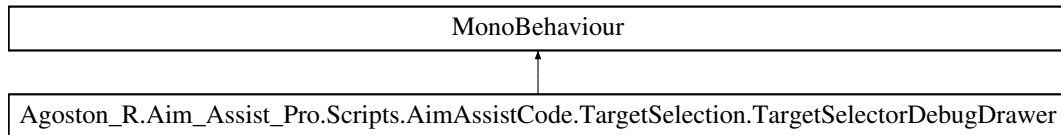
The documentation for this class was generated from the following file:

- TargetSelection/TargetSelector.cs

5.17 Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelection.TargetSelectorDebugDrawer Class Reference

Debug drawer that shows what the target selector sees in the Scene view.

Inheritance diagram for Agoston_R.Aim_Assist_Pro.Scripts.AimAssistCode.TargetSelection.TargetSelectorDebugDrawer:



5.17.1 Detailed Description

Debug drawer that shows what the target selector sees in the Scene view.

The documentation for this class was generated from the following file:

- TargetSelection/TargetSelectorDebugDrawer.cs

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