

TARGET SCANNER

Target Scanner Base Class Script with some advanced parameters to detect Enemies or Players.

Script Type - Base Class | using **DC.Scanner**

FEATURES :-

- Field of view
- Alert area
- Height difference
- View Obstacle
- Give Nearest target

METHODS :-

Update Method

- ShowGizmos();

Return Methods (Transform)

- GetTarget();
- GetNearestTarget();
- GetTargetList();

Add Custom Target (Transform)

- SetTarget(Transform CustomTarget);

