Class Target

Target class to store the data for each target provided by the json and make it accessable for all different types of classes in unity. Name and Position gets added to added.

Inheritance

↳ System.Object
   ↳ Target

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: DocFx (DocFx.html)

Assembly: DocFx.dll

Syntax

```
[Serializable]
public class Target
```

Fields

Name

Declaration

```
public string Name
```

Field Value

Type	Description
System.String	

Position

Declaration

```
public Vector3 Position
```

Field Value

Type	Description

Type	Description
Vector3	