



## CLONEFACTOR

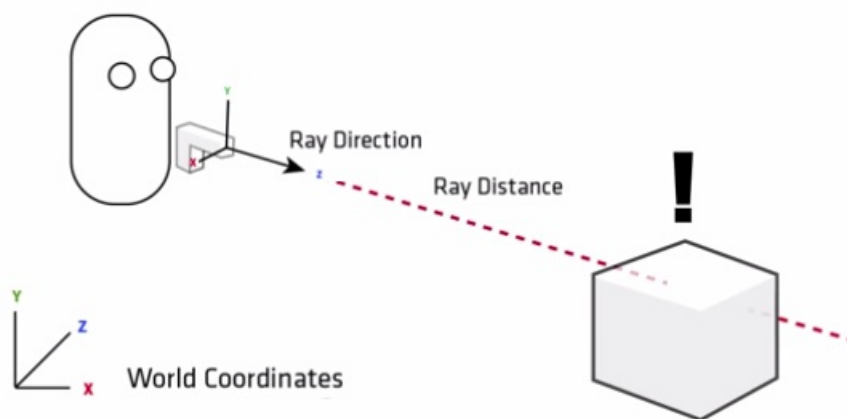
MENU

# Raycast Gizmos visualizer

Raycast Gizmos visualizer 1.0

## Quick tutorial For beginner :

if you want to know what is raycast, and what is it for, a quick answer is a sensor for in-game character seeing/touching things. you can find more information from Unity tutorial site. [click here](#).



*How gun shooting object.*

Raycast Gizmos visualizer is a candy tools for developer.

By wrapping the build-in physics raycasting methods, we able to intercept the RaycastHit result and create a visual for that. Therefore the developers are easier for parameters tuning and test the result.



For more information:



Documentation



Download Now

**Features:**

- Visualize raycast shape and result directly in the scene view.
- Zero GC allocation
- UnityEvents Supported: OnHit(Transform);
- Offset, unsync rotation
- Full source code.
- Decentralized architecture separated for { Raycast, SphereCast, BoxCast, CapsuleCast... }, you can access those structure directly.
  - by accessing those struct, you able to define the Raycast similar to Unity API document.

**Extra Read :**

learn more about Raycasting. [click here](#).

