Documentation

Contact

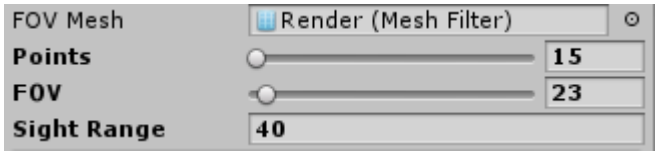
Extended Documents can be found here: http://pyrocodeau.com/ai-line-of-sight/

Support Email: pyrocodehelpdesk@gmail.com

Tutorial

1. Create the object you wish to be the detector.
2. Attach the Detector Script to that object.
3. Create a Mesh to be used as the render of the detector and make it a child of the Detector object. A Plane is recommended but any should work.
4. Configure the variables on the Detector Script to the desired settings.
5. Make sure to add your call back script/function and the detection tags you want to detect.
6. Add a sphere collider and set it as a trigger
7. You are done.

Variable Break down



FOV(Field of view) Mesh:

The Mesh used to render the FOV. It is recommended to use a plane and it should be a child of the detector.

Points:

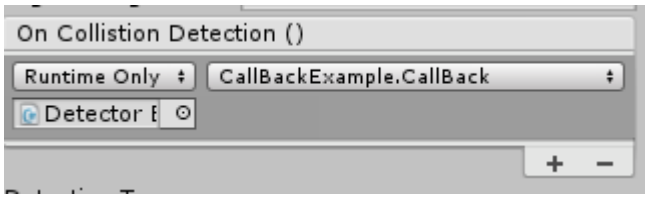
The amount of raycasts that are used to draw the mesh. Associated with the quality of the generated mesh.

FOV:

The Field of view angle, limited form 10 to 359. Controls the range in front of the object that the Detector can see.

Sight Range:

Distance the Detector can see.



Assign the function calls you want to make when the target is detected.

Detection Tags:

The Tags of the game objects you want to detect.

LOS Re-render Interval:

Used to delay the update. E.g. 1 = every frame, 2 = every 2nd frame, 3= every third frame …. etc

Show LOS:

Enables and disables the rendering of the line of sight mesh for when you don't want it to be visible. True = Visible, False = hidden.