



AI Patroll platforms till the edge and return using raycast 2D

https://youtu.be/mx_XTuLTgQw

Create a empty game object for the object your using and call it groundcheck. Give it an icon and place it next to the objects feet. Now give the parent object this script.

```
// AI patrolling till edges platforms using raycast 2D////////  
//by René Pol for the Script Library -2021- RP-Interactive.nl@//  
  
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
  
public class PatrolPlatform : MonoBehaviour  
{  
    public float Speed;  
    public bool MovingRight = true;  
    public Transform Checkground;  
  
    void Update()  
    {  
        transform.Translate(Vector2.right * Speed * Time.deltaTime);  
        RaycastHit2D edgeinfo = Physics2D.Raycast(Checkground.position, Vector2.down, 2f);  
        if(edgeinfo.collider == false)  
        {  
            if(MovingRight == true)  
            {  
                transform.eulerAngles = new Vector3(0, -180, 0);  
                MovingRight = false;  
            }  
            else  
            {  
                transform.eulerAngles = new Vector3(0, 0, 0);  
                MovingRight = true;  
            }  
        }  
    }  
}
```

Set the speed in the inspector's view. If the raycat of the Checkground transform does not hit anything the game object wil turn to the opposite side. Drag the emty game object to the Inspector's view.