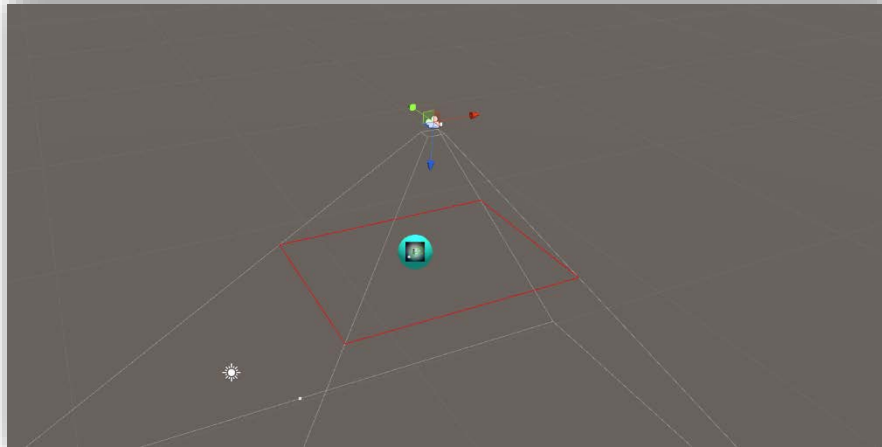


Frederic Babord

# Camera Confinement

User Guide

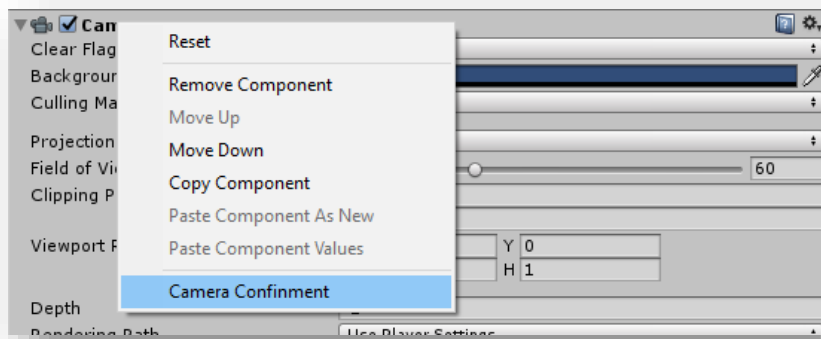
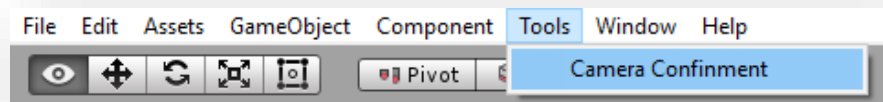


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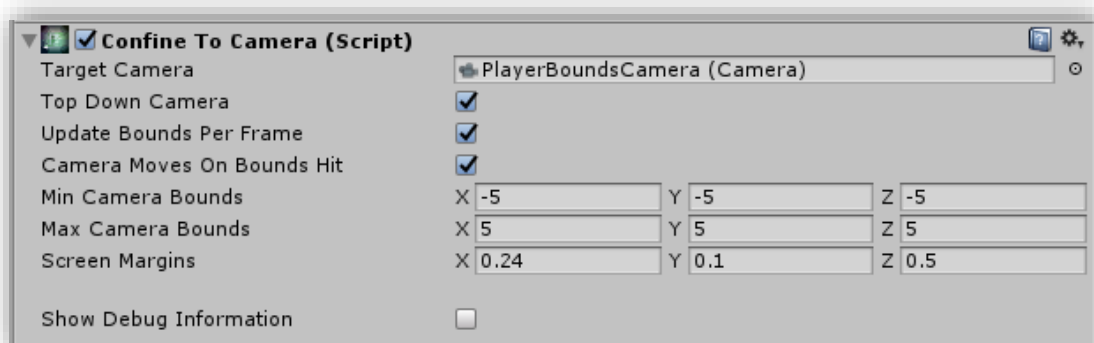
## INTEGRATING INTO A CURRENT PROJECT

Select the object that you want to confine to a camera

Under the “Tools” drop-down menu select Camera Confinement and it will be added to the currently selected GameObject. Alternatively, right click on a camera component and the option to add a camera confinement will be shown.



Configure the confinement properties for your specific project within the inspector (shown below)



When in play mode, the objects bounds will be shown in the Scene view by a red bounding box as seen on the front cover.

<i>Property</i>	<i>Description</i>
<i>Target Camera</i>	The camera which the bounds are calculated from. <i>Note: If no camera is assigned, the main camera will be used</i>
<i>Top Down Camera</i>	Enable if the camera is top down as confinement properties are calculated differently.
<i>Update Bounds Per Frame</i>	This will calculate new camera bounds on each frame. Only enable this if the camera moves.
<i>Camera Moves On Bounds Hit</i>	If the target object hits an edge of the camera, the camera will move in that direction
<i>Min Camera Bounds</i>	The smallest values in 3D space the camera can move to
<i>Max Camera Bounds</i>	The largest values in 3D space the camera can move to
<i>Screen Margins</i>	A "safe" area that acts as a border to ensure objects don't go past this point
<i>Show Debug Information</i>	This displays the calculated bounds of the camera

## THE DEMO SCENE

When you press play, you'll be able to move the player, in this case a sphere and it will also move the camera when it hits the edge until the camera hits its own bounds.

## LICENCE

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## QUESTIONS

If you have any questions with how to use the product, then get in touch and I'd be happy to help:

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