

# Generic Move Camera – Utility Scripts v1.2

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## Overview

“Generic Move Camera” is a utility script that allows you to move Unity’s camera around the scene. It implements these features:

- Ability to keep the camera level.
- Ability to turn the camera movements on/off, for example, to prevent camera movements during text inputs, etc.
- Ability to move forward or backward using to different methods.
- Ability to pan left or right.
- Ability to pan up or down.
- Ability to rotate the camera using the mouse.
- Ability to fix the camera on another object and specify the zoom in/out ranges.
- Ability to specify the zoom range while locked on another object.
- Ability to freeze the movement.
- Ability to lock the camera’s X, Y or Z to any point or within a given range.
- Use dampening to slow movement down before stopping; or set it zero to stop immediately.
- Ability to specify different sensitivities to move faster or slower depending on scene size.
- Comes with a default key/mouse mapping.
- Fully customizable; ability to change the key/mouse mapping to anything you want.

## Default Keyboard and Mouse Mappings

Generic Move Camera is a MonoBehaviour script that you attach to a camera. Once attached, you can use the following keyboard and mouse controls to move your camera:

Key / Mouse	Action
<b>SHIFT</b>	Accelerates movement
<b>CONTROL</b>	Slows movement
<b>RIGHT-MOUSE</b>	Rotates camera, speed is relative to where the mouse was clicked; moving faster, the further the mouse is from the point it was clicked. (Note: Default is the right mouse to allow the left mouse to be the action)
<b>MIDDLE-MOUSE</b>	Lock the forward movement
<b>W</b>	Move forward
<b>Wheel Forward</b>	Move forward (alternate method)
<b>S</b>	Move backward
<b>Wheel Backward</b>	Move backward (alternate method)
<b>A</b>	Pan left
<b>D</b>	Pan right
<b>Q</b>	Pan Up
<b>Z</b>	Pan Down
<b>SPACE</b>	Stop all movement

## Customization

The above keys are part of the default inputs, however, you can replace these inputs with anything you like, including, for example, having a split screen with different joysticks controlling the camera.

Furthermore, Unity's input system is not the only way to do input, so whatever your input system is, you can fully customize your input system to this script.

You have two choices:

- Modify the script "Generic Move Camera Inputs" to change which keys trigger what.
- Override that class with your own and assign it to the "GetInputs" field. This is a mono behaviour. You will need to do this to support split screen with different inputs controlling different cameras.

In either case, you simply maintain these attributes with whatever your input system is:

<code>public bool isSlowModifier;</code>	<code>// Slows the movement down by a factor</code>
<code>public bool isFastModifier;</code>	<code>// Speeds the movement up by a factor</code>
<code>public bool isRotateAction;</code>	<code>// Indicates that the camera is rotating.</code>
<code>public Vector2 RotateActionStart;</code>	<code>// The X,Y position where the right mouse was clicked</code>
<code>public bool isLockForwardMovement;</code>	<code>// Turns of forward dampening while on</code>
<code>public bool ResetMovement;</code>	<code>// Stops all movement</code>
<code>public bool isPanLeft;</code>	<code>// Tells the system to pan left</code>
<code>public bool isPanRight;</code>	<code>// Tells the system to pan right</code>
<code>public bool isPanUp;</code>	<code>// Tells the system to pan up</code>
<code>public bool isPanDown;</code>	<code>// Tells the system to pan down</code>
<code>public bool isMoveForward;</code>	<code>// Moves the camera forward</code>
<code>public bool isMoveBackward;</code>	<code>// Moves the camera backward</code>
<code>public bool isMoveForwardAlt;</code>	<code>// Moves the camera forward (alternate)</code>
<code>public bool isMoveBackwardAlt;</code>	<code>// Moves the camera backward (alternate)</code>

## Support

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