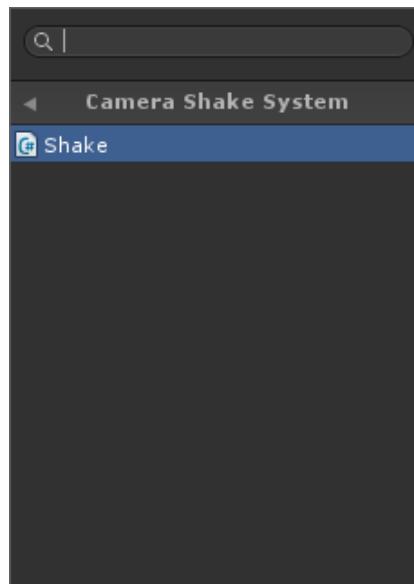
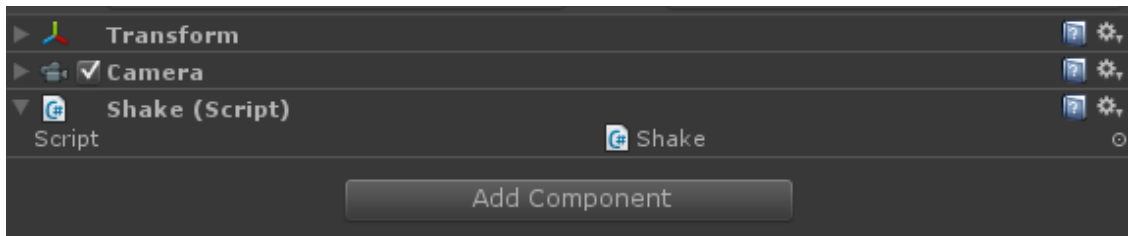


# Camera Shake Documentation

## Setup:

To start simply attach the Shake.cs script to your Camera Game Object. You can do this by dragging the script onto the object or via the Add Component menu (Add Component > Camera Shake System > Shake).



Then all you need to do is get the Shake component from the object you wish to shake, in the example scene there is an instance of Shake on the MainCamera and the Cube Grid so we had to get them both.

```
void Start () {  
    cameraShake = cameraObject.GetComponent(typeof(Shake)) as Shake;  
    objectShake = cubeObject.GetComponent(typeof(Shake)) as Shake;  
}
```

Once we have the instances of Shake.cs on the objects we wish to shake, it's as simple as calling StartShake(ShakeType).

```
cameraShake.StartShake(shakeType);
```

## Presets:

To access the different ShakeType presets when calling the Shake() function you can pass through an enum.

Current presets and their enum:

1. Default: ShakeType.standard
2. Rumble: ShakeType.rumble
3. Explosion: ShakeType.explosion
4. Earthquake: ShakeType.earthquake
5. Random: ShakeType.random
6. Custom: ShakeType.custom

## Exposed Functions:

- **Shake()**
  - Will shake the camera with default values.
- **Shake( ShakeType shakeType )**
  - Will shake the camera with the values from the preset specified.
- **Shake( float shakeIntensity, float shakeDecay, float shakeLimit, bool shakeAddDecay )**
  - Shakes the camera with the given values.
  - *shakeIntensity* determines the amount of shake applied.
  - If *shakeAddDecay* is true then it will add the decay to *shakeIntensity* until it reaches the *shakeIntensityLimit*, where it will then decay as normal.
- **StopShake()**
  - Will stop the current shake.

For support, feature requests or general queries please email [Support@staticnova.com](mailto:Support@staticnova.com).