

Mobile RTS Cam

documentation and How to guide.

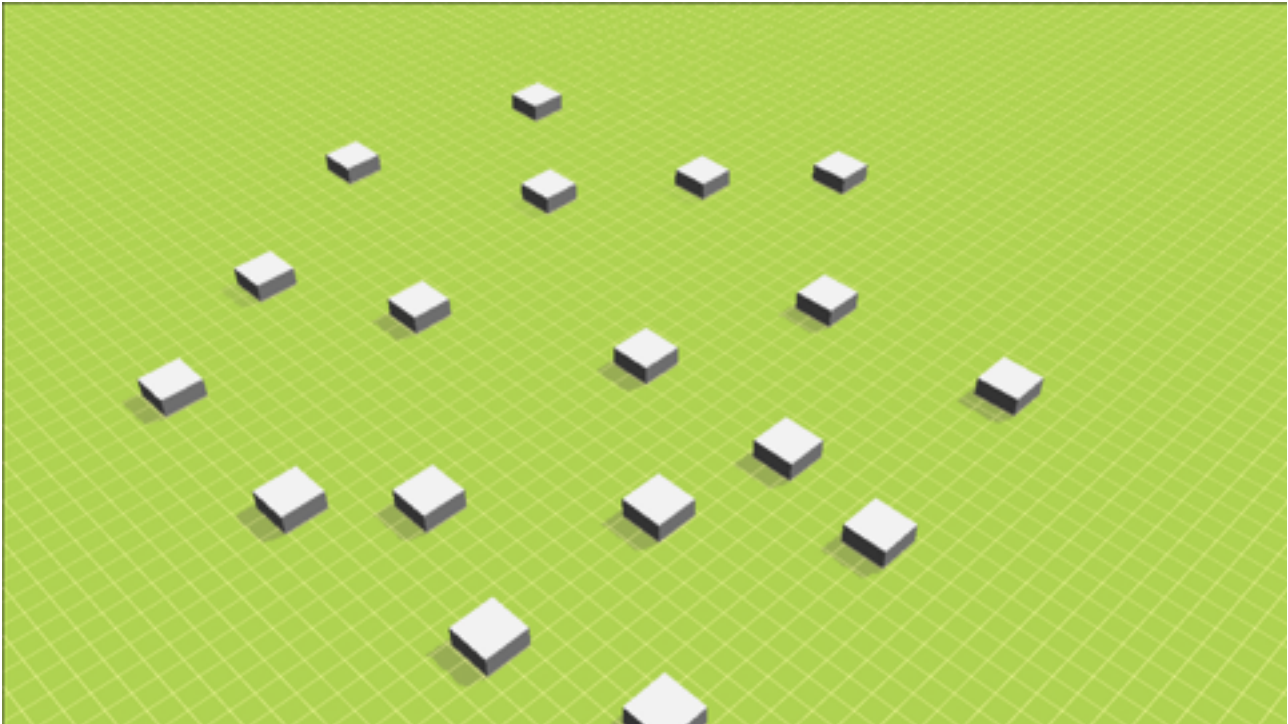


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Package Info

About

This is a script package for control camera's position & zoom with mobile touch input for RTS games in Mobile Environment.

Features

- Pixel perfect touch camera panning
- Inertia camera movement
- Pinch zoom in / out
- Pinch camera rotation
- Two finger drag to raise / lower camera x rotation
- Picking 3d object with event function
- Long touch town to picking
- Perspective & Orthographical camera mode support
- Unity 4.6.x, 5.x support
- Easy to use. just drag & drop camea prefab to the scene

Demo & Resources

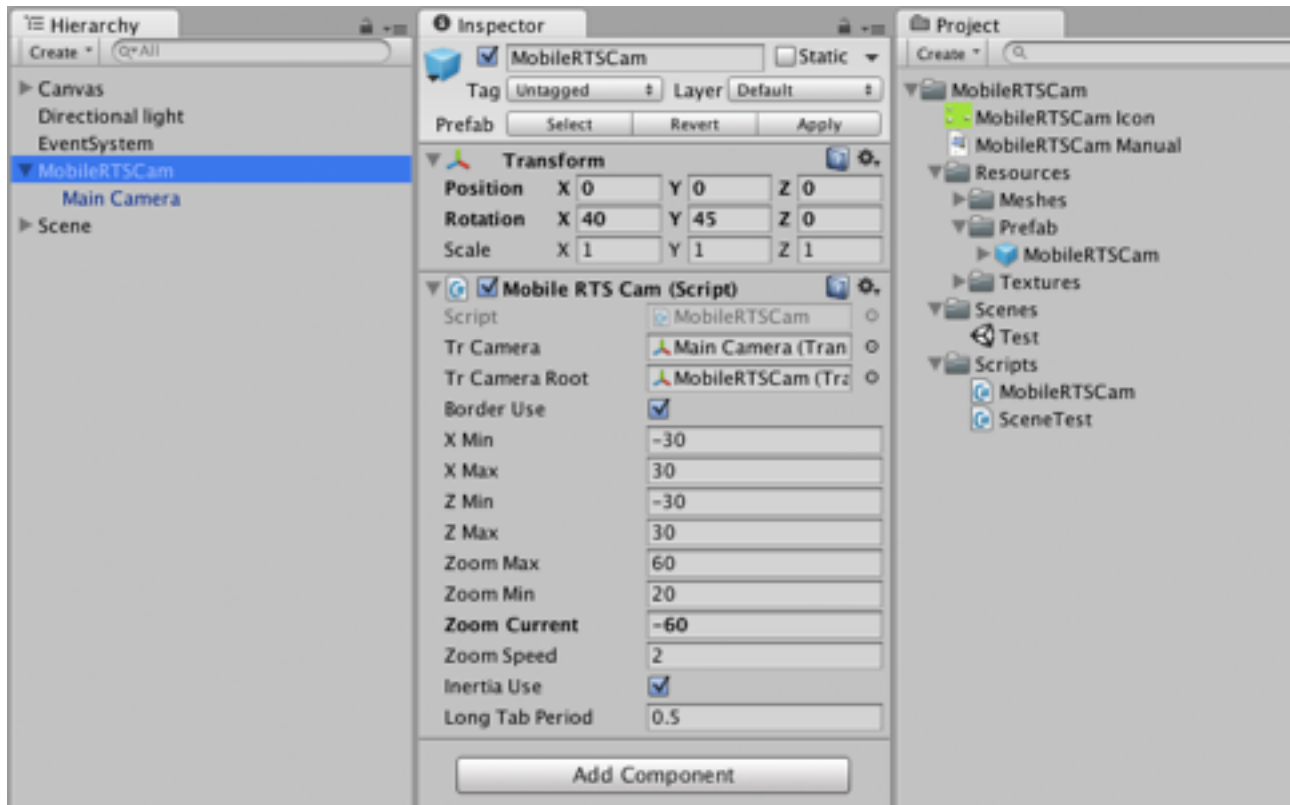
- Watch game play video in [Youtube](#)
- Read [Documents](#)
- WebGL [Sample](#)
- Download & Test Android [APK](#)

Version History

v1.0 - 04.08.2016

- First Release.

How to Use



Create new Scene

Drag MobileRTSCam prefab to your scene.

Remove old Main Camera from the scene.

Select MobileRTSCam from Hierachy and Change property at Inspectore panel.

Property

BorderUse - if checked, the camera panning area is restricted with in following variables X min, X Max, Z Min, Z max

ZoomMax - maximun value of zoom

ZoomMin - minimum vakue of zoom

Zoom Current - it was filled automatically.

Zoom Speed - zooming speed

Inertia Use - If checked, Inertia move applied when user's drag camera panning ends

Long tab Period - minimum time length to determine long tab

Using Script

In SceneTest.cs, you can see How to interact with MobileRTSCam

First, the scene must implement MobileRTSCamListner belows.

- OnTouchDown : When User Touch the screen(or mouse down in desktop)
- OnTouchUp: When User End Touch (or mouse up in desktop)
- OnTouch : When Touch action(Touch down -> Touch up) completed
- OnDragStart : When Touch mosition changed whileTouch down first time since touch down.

- OnDrag : Touch position(mouse positin) changed while in drag
- OnDragEnd : Touch up while in drag
- OnLongPress : User pressed a touch at same point and for a while
- OnMouseWheel : When user change mouse wheel

At Start function in SceneTest.cs set MobileRTSCam's listner to this script

User can Set initial camera position and zoom values with functions below

- SetCameraPosition
- SetCameraZoom
- SetCameraZoomRatio