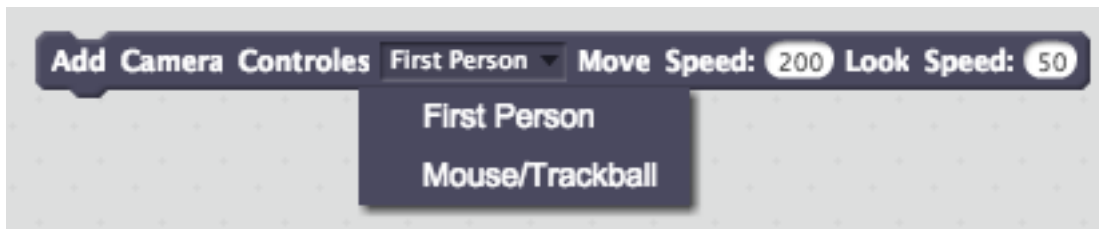


Add Camera Controls

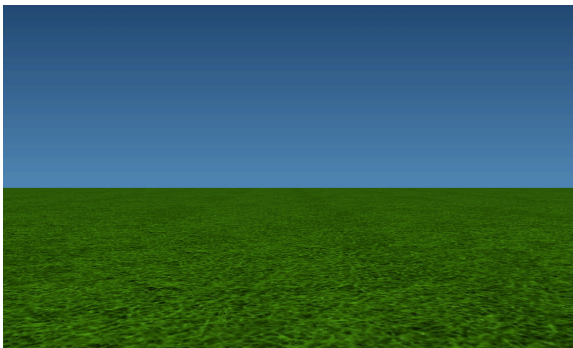


The “Add Camera Controls” block allows the programmer to simply and efficiently add camera controls to their program. Which then allows the user to navigate and change the view of scene. The block takes in three arguments. The camera controls type, the speed at which the camera moves, and the speed at which the camera rotates.



The “Mouse/Trackball” item in the option menu list will enable mouse-controlled camera controls.

- Right click hold to rotate camera.
- Left click hold to pan camera.
- Middle button or mouse wheel to zoom in or out.



The “First Person” item option in the menu list will enable key-controlled camera controls from a first person point of view.

- A and D to rotate the camera left and right respectively.
- Up, Down, Left and Right to move the camera forward, back, left and right respectively.