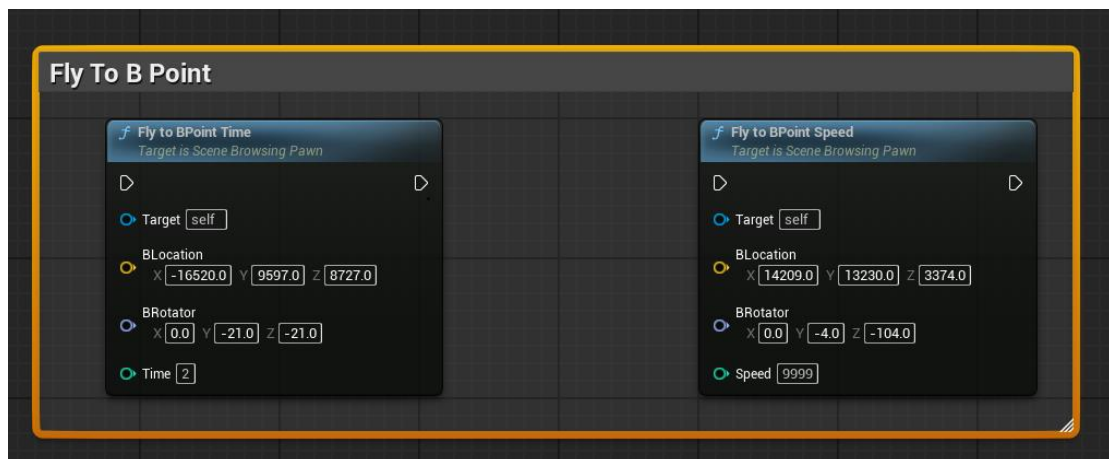


## Scene Browsing Pawn

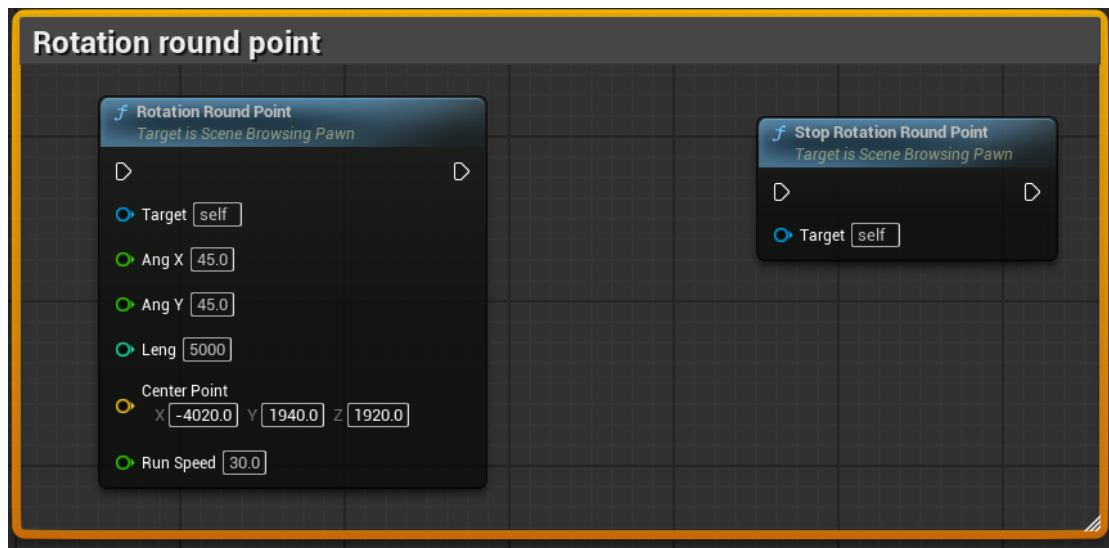
- Basic operation
- The W,S,A,D,Q,E of the keyboard correspond to the six directions of front, back, left, right, down and up respectively.
- Hold down the right mouse button to rotate the lens.
- Hold down the right mouse button and use the scroll wheel to zoom in and out. This operation is used to increase or decelerate the Pawn.
- The zoom of the mouse wheel is to go forward and back for the position of the mouse click.

## FLY



- FlyToBPointTime is to fly to the BLocation within the set time
- FlyToBPointSpeed is flying to the BLocation at a set speed

Revolving around a coordinate point:



- RotationRoundPoint is the start of a rotation around a coordinate point

AngX: The Angle of the X axis

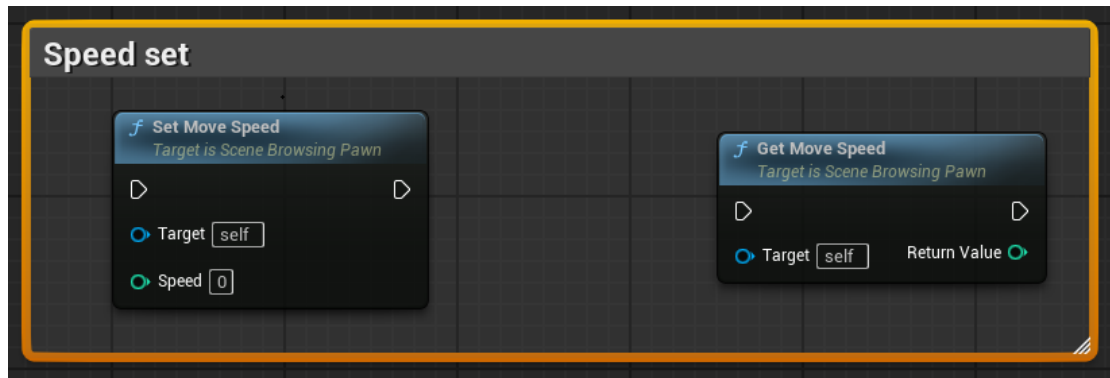
AngY: The Angle of the Y-axis

Leng: Distance from CenterPoint

CenterPoint: The center point of rotation

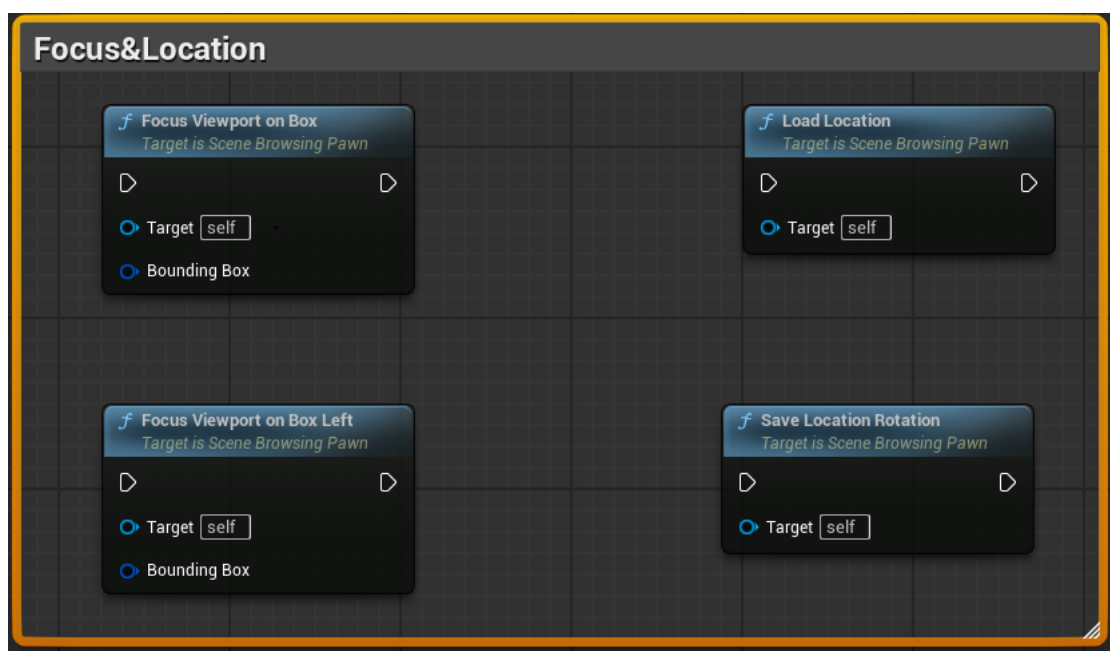
- StopRotationRoundPoint is to stop rotation

Speed set



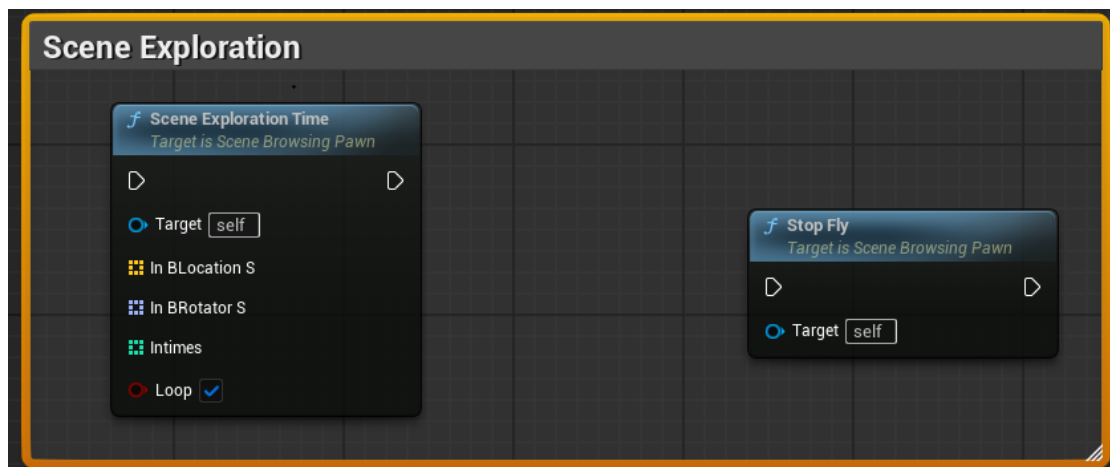
- SetMoveSpeed:Sets the speed
- GetMoveSpeed:Acquisition speed

## Focus and position reading and writing



- ☐ SaveLocationRotation: Saves the position and Angle of the current Pawn
- ☐ LoadLocation: Load the position and Angle of the current Pawn
- ☐ FocusViewportOnBox: Put a BOX on the screen
- ☐ FocusViewportOnBoxLeft: Center a Box on the left side of the screen

## scene exploratio



- **SceneExplorationTime: Enable roaming**

InBLocationS: Records the position of each coordinate point.

InBRotatorS: Records the Angle of each coordinate point.

Intimes: Records the time taken to move to each coordinate point.

Loop: Whether to repeat roaming.

- StopFly: stops roaming