|  |  |  |  |
| --- | --- | --- | --- |
|  | Before | After | Changes |
| Y max speed | 2 | 1.5 |  |
| X max speed | 230 | 150 |  |
| orbits  top | 6.5 , 4 | 5 , 4.5 |  |
| orbits  middle | 2,4.5 | 1.4,3.7 |  |
| orbits  bottom | 0.1, 3.1 | -0.2, 3.1 |  |
| minimum distance | 0.01 | 0.01 |  |
| distance limit | 6e-05 | 6e-05 |  |
| camera radius | .2 | .2 |  |
| smoothing | 0.2 | 0.2 |  |
| damping | 8 | 8 |  |
| damping occlud | .4 | .4 |  |

On composer added a dead zone of .1 was 0

Lookat override set to player

Tracke object was 0,1,0 now 0,0,0 as we are alreay tracking it. Due to hitting the wall the bottom tracked object is move up a bit so it zoom in face instead of crouch.

Added a