ISRTS Camera Document

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INTRODUCTION

ISRTS Camera is a great kit for your RTS style game,like a turn-base game,tower defense game,or a MOBA game.

ISRTS Camera is coding clearly with C#,you can read the source and add any function you like.

ISRTS Camera support all platform,you can easy to build you game on any platform which is available with Unity3d.

ISRTS Camera only needs few step to set up,now let me show you how to set up it.

SETUP :

1. Add ISRTSCamera component to your camera,if you needs touch control,please also add a ISTouchHandler to any GameObject you like.
2. Done !

LIMIT MOVEMENT :

1. Select you camera,and look at your Inspector
2. Unfold "Base Setting"
3. Change to value of "Min X,Max X,Min Y,Max Y", when you changing it,you will see gizmos draw by camera in Scene View,it will guide you to set these values. Be sure the "Min" is always smaller than "Max"
4. Done ! When you try to move you camera , your camera will no longer move out this bound.

CONTROL METHODS

1. ISRTSCamera gives you few control methods that allow you build your game in any platform
2. You can unfold each control setting to enable or disable control each method.
3. The "offset" value is design to give each control method a sensitivity option.
4. If you want to use Touch control, be sure you have a ISTouchHandler is your current scene.
5. Please disable mouse control before you build for a mobile device.
6. Done !

GROUND CHECK

1. ISRTSCamera support a ground check function.
2. Ground check can let your camera always keep minimum high from ground.
3. Ground check is work with Collider,so you need to add a collider to your ground GameObject.
4. Give your ground GameObject a unique layer to let camera ignore another collider.
5. Select your camera,unfold "Base Setting",set "Ground Layer" to your ground layer.
6. Done !
7. If you don't want to use ground check,please uncheck "Ground High Test" in "Base Setting"

ZOOM ANIMATION

1. ISRTSCamera can let you custom zoom animation by animation curve.
2. Go "Base Setting" to and look at "Scroll X Angle","Scroll High".
3. X Axis is "current scroll value" and Y Axis is "value".
4. Please keep X Axis between 0 and 1.
5. "Start Scroll Value" is "current scroll value" when game start.
6. When you zoom(scroll) your camera,will change "current scroll value",and the X Angle and High of camera will change to corresponding value of curve.
7. Make your animation looks good,or else just use the animation in demo scenes.
8. Done !
9. Now your camera work well !

FOLLOW AND FIXED POINT

1. Use follow to focus something on the center of screen, use fixed point to let your camera go to a fixed position.
2. To enable follow and fixed point, please of to ISRTSCamera > Follow and Fixed Point, check Allow Follow.
3. If "Unlock When Move" is actives,camera will exit follow or fixed point when move.
4. Call "Follow (Transform target)" to follow,and "CancelFollow ( )" to exit.
5. Call "LockFixedPoint(Transform pos)" to enter a fixed point,and "UnlockFixedPoint ()" to exit.

MORE INFORMATION

1. If you still have any question,please e-mail us for support,please only use English,we will reply you in 12 hours.

ENJOY!

E-Mail us if still have questions.