# Camera

**Class**: Camera / BuildCamera

**Name Space**: Managers

**Description**: Camera class encapsulates all functionality for viewing the world. There are four main *CameraTypes* that the developer may use. There is also a slim camera version that may be used called the*BuildCamera*, this version of a camera provides the basic functionality needed to view the world, but holds much less member variables. The *BuildCamera* was outside of the main world's environment, specifically inside of tablet menu states.

**CAM\_CHASE**: Update's the camera to follow a position in space. Holding the middle mouse button will rotate the camera around the chased position, scrolling the mouse wheel will zoom the camera in and out.

**CAM\_FREE**: First Person flying mode. WASD control movement, QE controls height separately, spacebar gives a x2 speed boost for faster travel, and the mouse will rotate the camera accordingly.

**CAM\_STATIONARY**: No movement or input takes affect when the camera is in this mode.

**CAM\_AUTOMATED**: Calling *SmoothStepTo(position, threshold)* will automate the camera from its current location to the input location, using quadratic interpolation for smooth movement. Due to the fact that this interpolation will technically never reach the exact destination, a world-space distance threshold takes effect, once the camera's position is less than this threshold, the *AutomationCompleteCallback, (*which is a delegate function pointer)takes effect.



