

My Cameras – RTS Camera - Documentation

Welcome to the documentation of ***My Cameras: RTS Camera***! Firstly, I would like to tell you I am very, very happy that you gave my asset a chance, and I really hope you enjoy it!

For any questions, bug reports or suggestions please contact me at my discord “Carlinhu#3159”.

I’d be tremendously grateful if you could rate my package in your asset store downloads or leave a review on this asset page.

Getting Started

Setting up

The asset contains one menu script, that will allow you to create your camera by clicking on “My Cameras” section, at the top menu. The RTS Camera contains the script RTSCamera.cs, which is detailed below.

- RTSCamera.cs: This will be the main script added to your RTS Camera object at the scene.

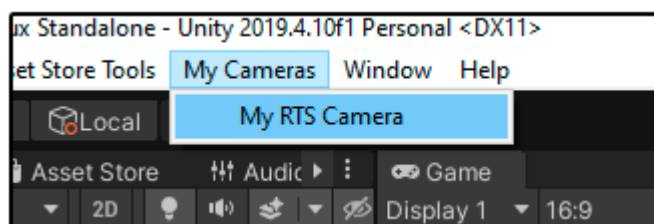
RTSCamera.cs

Properties:

<u>Property</u>	<u>Type</u>	<u>Description</u>
General		
orbitalCam	GameObject	Reference to the main camera.
startingPos	Vector3	The local position of your camera.
startingRot	Vector3	The local rotation of your camera.
mouseButtonMove	Enum	The mouse button you want to the camera respond to your move input.
mouseButtonRotate	Enum	The mouse button you want to the camera respond to your rotation input.
focusMask	LayerMask	The layermask that represent which objects the camera can focus on.

<u>Property</u>	<u>Type</u>	<u>Description</u>
Movement		
cameraBaseHeight	Float	The base height of the camera.
baseCameraSpeed	Float	The normal camera speed.
fastCameraSpeed	Float	The camera speed when pressing "Shift".
movementSmoothness	Float	The smoothing factor of the camera movement.
dragSpeed	Float	The camera speed when dragging with mouse cursor.
borderPan	Bool	If the camera will pan by moving your cursor to the screen borders.
borderThickness	Float	The pan active area on screen borders.
Rotation		
hideCursor	Bool	If the cursor should be hidden on drag and rotation.
orbitalSpeed	Float	The camera rotation speed.
orbitalSmoothness	Float	The smoothing factor of the camera rotation.
keysRotationFactor	Float	The Q/E keys rotation speed factor.
Zoom		
zoomAmt	Vector3	The offset factor of the zoom.
zoomSpeed	Float	The speed of the zoom.
zoomSmoothness	Float	The smoothing factor of the camera zoom.
maxInZoom	Float	Maximum close the camera can get.
maxOutZoom	Float	Maximum far the camera can get.

- The camera can be created by clicking on the top menu on "My Cameras" section > My RTS Camera. After creating the RTS Camera, all you need to do is to add a layer to your focusable objects, if you don't have one. After that, head up to your RTSCamera object, and on your focusMask field, select this layer and it's done!



Controls

- WASD/Arrows - Movement
- Q/E - Rotate on Y Axis
- SHIFT Keys - Faster speed
- Escape/Space - Cancel Focus
- Hold Left Button - Drag Movement
- Hold Right Button - Orbital Rotation
- Mouse Wheel - Zoom
- Left Click – Focus
- Mouse on borders - Pan

This asset and documentation were created by Carlos Menezes Concencio