EXOA

TOUCH CAMERA PRO - MANUAL

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[Latest online Version is accessible here](#)

INTRODUCTION

Touch Camera PRO is a really easy to use mobile+desktop camera controller with perspective switching!

It's working on both desktop and mobile devices! It supports translation, rotation around center, rotation around point, Zoom In/Out on both perspective and top down orthographic modes.

Other features : scene boundaries, object focusing, object following, camera reset in initial place.

HOW TO INSTALL

If these free packages were not downloaded automatically, you will need to install all of them from the asset store :

- [DOTween (HOTween v2)](#)
- [Lean Touch](#)

BASIC USE

1. Add both prefabs TouchCamera & TouchCameraInputs inside your scene

2. If you want to add boundaries to your camera, fill the CameraBoundaries component on the TouchCamera gameObject with a another gameObject (having a collider, see demos)

3. Edit parameters on the CameraPerspective & CameraTopDown components.

SWITCHING PERSPECTIVE

There are two ways to switch perspective in the demos, by pressing the "Space bar" or by clicking the camera icon. To change the key you can edit Inputs.cs in the ChangePlanMode() function.

The other way is done by triggering an event as follow :

CameraEvents.OnRequestButtonAction?.Invoke(CameraEvents.Action.SwitchPerspective, true);

If you only need one mode in you scene you can remove either the "CameraPerspective" or "CameraTopDownOrtho" component on the camera and check "default mode" on the one you keep.

FOCUSING ON A GAME OBJECT

In the demos, clicking on a cube will trigger a focus on that object. Check out the "FocusOnClick.cs" script to see how it's done.

You basically just have to trigger an event like so :

CameraEvents.OnRequestObjectFocus?.Invoke(gameObject);

FOLLOWING A GAME OBJECT

In the demos, clicking on a moving cube will trigger a follow on that object. Check out the "FocusOnClick.cs" script to see how it's done.

You basically just have to trigger an event like so :

CameraEvents.OnRequestObjectFollow?.Invoke(gameObject, focusOnFollow);

The focusOnFollow parameter is a boolean. A value at false, is to follow only the position of the object, keeping the same distance you control with inputs. Setting "true" would also lock the distance regarding the object size on screen. You can control the focus multiplier on the camera's component properties.

RESET THE CAMERA POSITION

The new "Camera Reset" feature, helps to the camera back in its initial position and rotation. In the demos it is done by clicking the "R" icon.

CameraEvents.OnRequestButtonAction?.Invoke(CameraEvents.Action.ResetCamera, true);

On the "camera perspective" component, you have a "init rotation" parameter to set the rotation x and y at start and triggering the ResetCamera event. The initial position is taken from the camera's transform component.

SIMULATING FINGERS TWIST AND PINCH

Thanks to Lean Touch, you can simulate the finger inputs. Pressing ALT + CLick on the ground will place a virtual "fingers center point" then holding the Ctrl key + clicking and dragging will let you simulate the pinch (scale) and twish (rotation) around a point on screen.

SHORTCUTS

SWITCH PERSPECTIVE

Press "Space Bar", or press the top right "camera" button

IN TOP DOWN ORTHOGRAPHIC MODE

Mouse Wheel : Zoom In/out

Left/Right/Middle Mouse Button Press & Drag : Drag Camera

IN PERSPECTIVE MODE

Mouse Wheel : Zoom In/out

Left/Middle Mouse Button Press & Drag : Drag Camera

Right Mouse Button Press & Drag : Rotate Around Center

TOUCH SIMULATION IN BOTH MODES

Alt+Left Mouse Button Click : Set the center point of the simulated fingers

Alt+Left Mouse Button Press & Drag : Drag Camera

Ctrl+Left Mouse button Press & Drag : Two fingers simulation for Pinch (Zoom In/Out) and Twist (Rotate around fingers center point)

DEMOS

Android and PC Demos are accessible here

OTHER PLUGINS

- [Home Designer](#)
- [Floor Map Designer](#)
- [Level Designer](#)
- [Touch Camera Pro](#)
- [Assets Manager Pro](#)
- [Packages Manager Free](#)
- [Tutorial Engine](#)

SUPPORT

You can contact me for support at contact@exoa.fr