

Gyroscope Camera Controls

(Mobile)

Intro

First of all, thanks for buying this asset. The motivation behind creating this simple script and setup, was to fuel my series of gyro-powered experiences. GyroCube (<http://www.swump.dk/sheet.php?p=Gyrocube>) is one of these experiences, and is an excellent showcase for what the gyro and this script can be used for.

It can also be used to drive Virtual Reality experiences, that are taking place on iOS and Android!

How To Use

Using the script and setup is incredibly easy, simply;

1. Delete the current MainCamera from your scene
2. Navigate to the "Prefabs" Folder and find the "gyroscopeCamera" prefab
3. Drag this prefab into your scene, and voilà, you now have a gyroscope powered experience!

Troubleshooting

Q: "It doesn't work when I export the application to my android device?" A: It could be your android device not supporting applications accessing the gyroscope - Or, that it simply does not have a built-in gyroscope.

Questions & Support

Hit me up on Twitter @AndersSchou in case you need something explained or are experiencing problems!