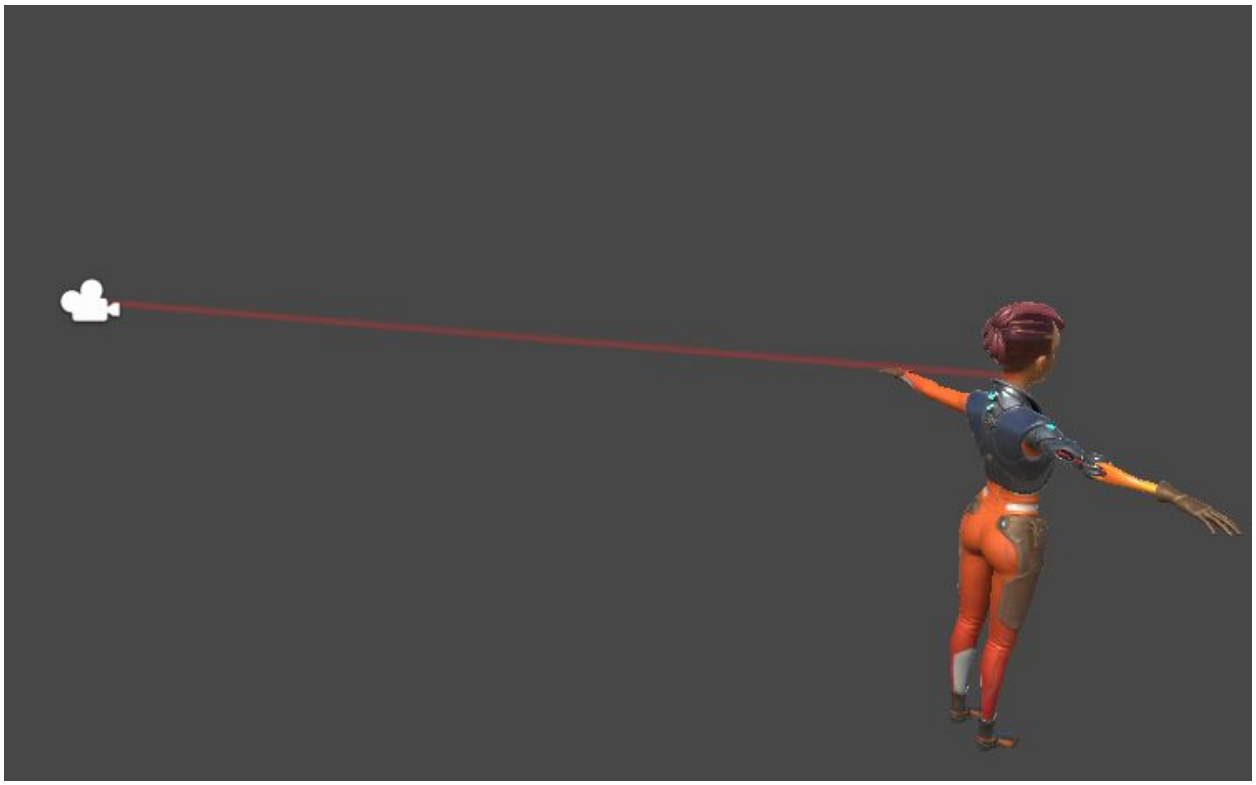
Spring Arm Component



Spring Arm Component is a solution for cameras to expand/retract based on gameplay situations. Typically when you add a Camera to a character for the purposes of creating a third person perspective. Spring Arm automatically controls how the camera handles situations where it becomes obstructed by level geometry or other objects in the level.

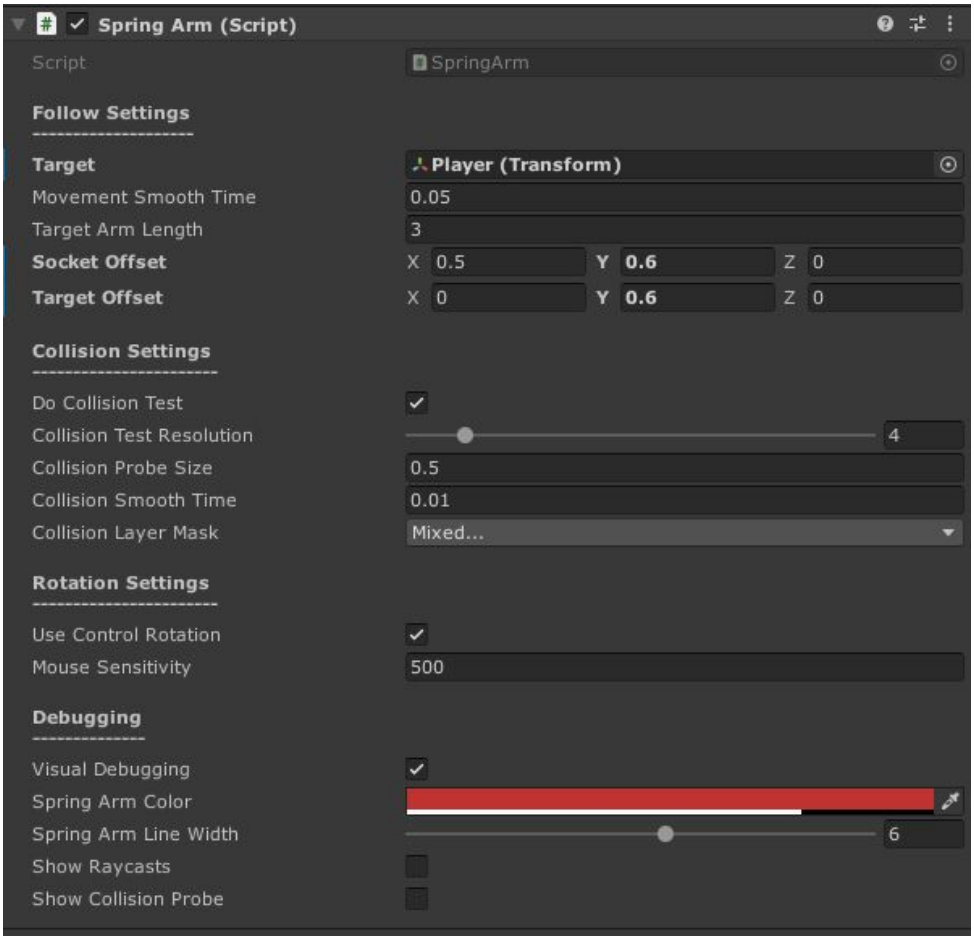
Features:

- Multiple collision detection using Raycasts
- Collision test resolution for different levels of preciseness
- TPS camera movement integrated
- Takes a minute to setup
- Fully commented code for better understanding

Prerequisites : Set the “Tool Handle Position” to Pivot mode for this to work correctly.

Getting Started:

Just drag and drop the SpringArm prefab from Prefabs folder to Hierarchy and delete your existing Main Camera **or** alternatively create a new GameObject, add SpringArm Script to it and make your Main Camera the child of this gameobject.

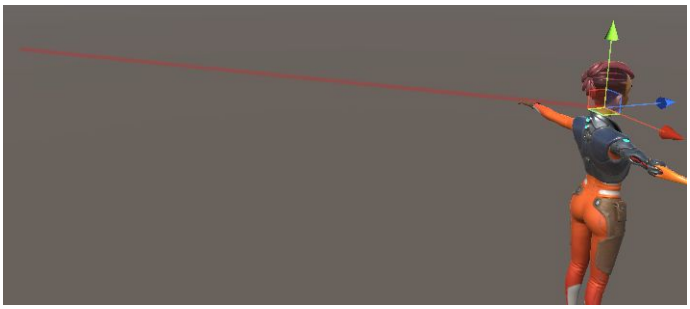


Usage:

Target : The gameobject (Transform) which SpringArm has to follow.

Movement Smooth Time : The camera lag time while following the target.

Target Arm Length : Maximum distance to which the camera can move to behind the target. (Red line)

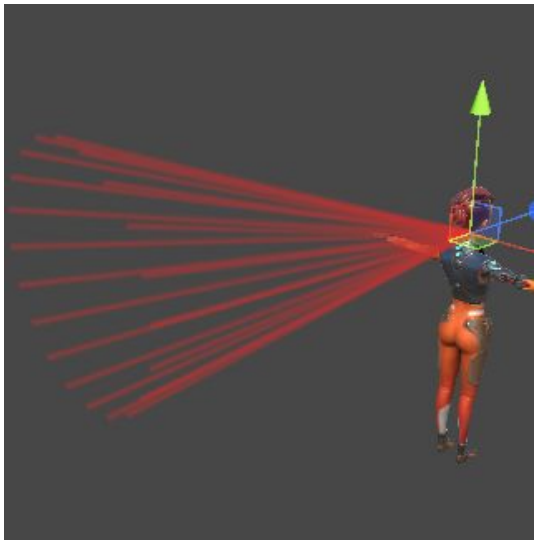


Socket Offset : Offset for the camera from the SpringArm (Socket is the position where camera will be).

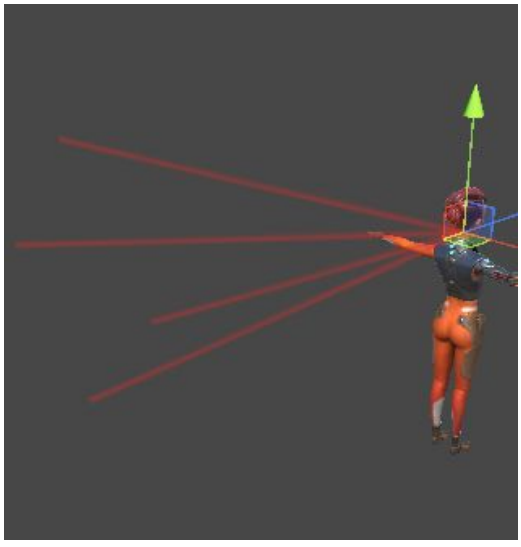
Target Offset : Offset of the SpringArm from the target.

Do Collision Test : Turn On or Off collision tests.

Collision Test Resolution : The count of rays raycasting from the SpringArm position to Camera position also referred as probe.

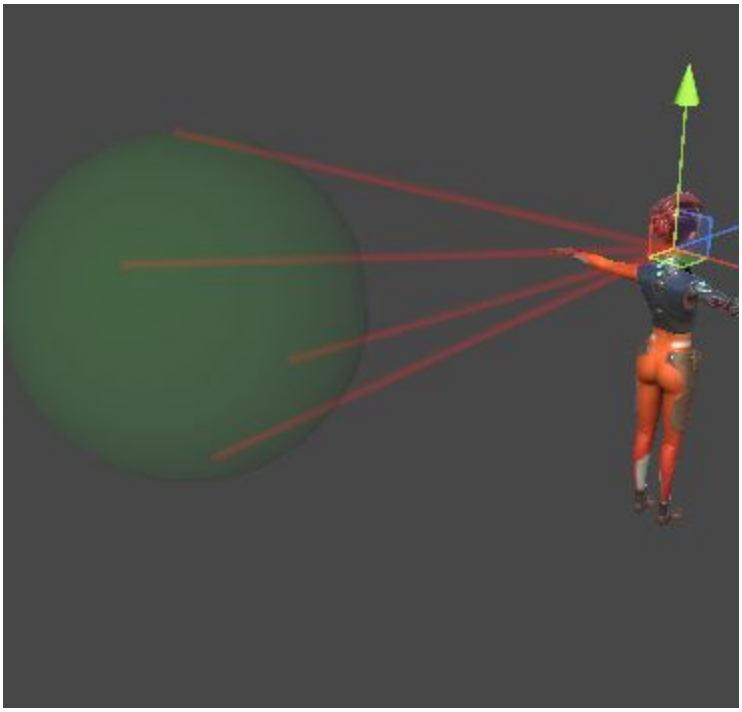


Resolution : 20



Resolution : 4

Collision Probe Size : Radius of collision (Green sphere).



Collision Smooth Time : The camera lag time while moving for collision tests.

Collision Layer Mask : The layer mask for collision tests.

Use Control Rotation : To turn on/off the mouse input for rotation of the spring arm.

Note : All the gizmos shown in above images can be turned on/off for debugging purposes under Debugging Header.

Contact for further support: mohitsethi.32@gmail.com