

RCC_CameraCarSelection

Public Variables

```
public Transform target;    // Camera target.  
public float distance = 10.0f;    // Distance to the target.  
  
public float xSpeed = 250f;    // X speed of the camera.  
public float ySpeed = 120f;    // Y speed of the camera.  
  
public float yMinLimit = -20f;    // Minimum Y angle of the camera.  
public float yMaxLimit = 80f;    // Maximum Y angle of the camera.
```

Public Methods

```
public void OnDrag(BaseEventData data) {}    //    Sets x and y of the orbit with given pointer  
event data.
```