

SgtFloatingCamera

This component marks the current GameObject as a camera. This means as soon as the transform.position strays too far from the origin (0,0,0), it will snap back to the origin. After it snaps back, the SnappedPoint field will be updated with the current position of the SgtFloatingOrigin component.

SnapRadius

When the transform.position.magnitude exceeds this radius, the position will be snapped back to the origin.

OnPositionChanged

Called when this camera's position snaps back to the origin.

LateOnPositionChanged

Called when this camera's position snaps back to the origin.

Scale

"The scale of this camera (e.g. 10 = objects should be 10% of normal size, 100 = 1%, etc)"

MonitorPosition

If this GameObject's position changes, should the SgtFloatingOrigin's SgtFloatingPoint be adjusted accordingly?

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SnappedPoint

Every time this camera's position gets snapped, its position at that time is stored here. This allows other objects to correctly position themselves relative to this.

TryGetCamera

This will find the active and enabled camera with the matching scale, or return false.