

SgtCameraMove

This component allows you to move the current GameObject based on WASD/mouse/finger drags. NOTE: This requires the SgtInputManager in your scene to function.

KeySensitivity

The distance the camera moves per second with keyboard inputs.

PanSensitivity

The distance the camera moves relative to the finger drag.

PinchSensitivity

The distance the camera moves relative to the finger pinch scale.

WheelSensitivity

If you want the mouse wheel to simulate pinching then set the strength of it here.

Dampening

How quickly the position goes to the target value (-1 = instant).