

Changelist

Version 1.0.7

- added a script function for Initiating and Exiting lock on

Version 1.0.6

- no longer full project
- Camera Fade Objects improved
- bugfixes

Version 1.0.5

- Added a Rigidbody example with Manual Lockon disabled
- Fixed a bug in the Start function of the camera

Version 1.0.4

- Fixed a bug where in far cam lock on mode the camera would snap after performing two rotations around the target

Version 1.0.3

- Added the following options:
 - Lock On Manual Control (turn off to set the camera to stick to the characters back during lock on)
 - [Experimental] Turn Off Automatic Distance Calculation
 - [Experimental] Lock On Disengage On Steep Angle
 - [Experimental] Lock On Disengage Min Angle
 - [Experimental] Lock On Disengage Max Angle
 - Lock On Follow To Target Ratio

Version 1.0.2

- Fade objects now works with multiple materials on a single object or hierarchy of objects

Version 1.0.1

- Lock on is now either a toggle or a hold button
- Switching between full rotation and limited rotation algorithms has a smoother transition
- project settings have been included (needed for the input manager button/joystick setup)
- assigned buttons have been changed, you can still change them yourself
- Bugfix: switching between full rotation and limited rotation algorithms no longer slows down half way through

Version 1.0

- First Version