

## **Camera Switch**

1. Set 4 cameras up around the scene.
2. Go to Edit, Project Settings, Input Manager. Add 4 to the size. Go to the first cancel and rename it "1Key", then go to the positive button and put "1". Delete whatever is in the alt positive button section. Then do the same with the next 3, "2Key", "3Key" and "4Key". This is so the Project knows what to do when certain buttons are interacted with.
3. Create a new c# script called "CamSwitch" and open it.
4. Make 4 public Game Objects called cam1, cam2, cam3, cam4 to get reference to cameras in the scene.
5. Inside the void update make an if statement (Input.GetButtonDown("1Key")). In the if statement type cam1.SetActive(true); then cam2.SetActive(false), cam3.SetActive(false) and finally cam4.SetActive(false). Repeat this for the next 3 cameras, but setting the cam active true for the button that is being pressed and the resting being false. This means if the number 1 button is pressed make camera 1 active and the player can see from that perspective and vice versa for all the other cameras.
6. Save the script and go back to unity. Create an empty game object and attach the CamSwitch script to it. Drag the cameras to each of their selected spots.
7. Save the scene. Select camera2, camera3 and camera4 and untick them in the inspector to make them not active.
8. Finally when you plate the game, and click the 4 different numbers the selected camera will be active.

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 ⊞ Unity Script (1 asset reference) | 0 references
6 public class CamSwitch : MonoBehaviour
7 {
8     public GameObject cam1;
9     public GameObject cam2;
10    public GameObject cam3;
11    public GameObject cam4;
12
13    ⊞ Unity Message | 0 references
14    void Update()
15    {
16        if (Input.GetButtonDown("1Key"))
17        {
18            cam1.SetActive(true);
19            cam2.SetActive(false);
20            cam3.SetActive(false);
21            cam4.SetActive(false);
22        }
23        if (Input.GetButtonDown("2Key"))
24        {
25            cam1.SetActive(false);
26            cam2.SetActive(true);
27            cam3.SetActive(false);
28            cam4.SetActive(false);
29        }
30        if (Input.GetButtonDown("3Key"))
31        {
32            cam1.SetActive(false);
33            cam2.SetActive(false);
34            cam3.SetActive(true);
35            cam4.SetActive(false);
36        }
37        if (Input.GetButtonDown("4Key"))
38        {
39            cam1.SetActive(false);
40            cam2.SetActive(false);
41            cam3.SetActive(false);
42            cam4.SetActive(true);
43        }
44    }
45 }
```