

Camera Settings Component Package

Documentation

1. Go to Edit > Project Settings > Input Manager > Axes. Add 4 more to the sizes, then scroll down and expand the last 4 axes.
2. Rename each one '1Key, 2Key, 3Key, 4key'.
3. For each change the Positive Button to '1, 2, 3, 4'.
4. On the player, create 2 empty child objects called 'orientation' and 'camera position'.
5. Optional: Set up 4 different cameras in the scene in different positions.

CamSwitch: (1, 2, 3, 4 Number Key)

This script will be placed on a parent object called 'CameraHolder' and will hold all the cameras in the scene. Drag each of the cameras in the scene to the designated slots on the 'Cam Switch' script. When you play and press each of the different number keys (1, 2, 3, 4) the camera view will switch to the active camera.

CameraMovement: (Mouse)

This script will be placed on each of the camera objects in the scene. 'Sens X' in the sensitivity value strength of when you move the mouse left and right. 'Sens Y' in the sensitivity value strength of when you move the mouse up and down. 'Orientation' is the transformation of an empty child object on the player.

MoveCamera:

This script will be placed on a parent object called 'CameraHolder' and will hold all the cameras in the scene. 'Camera Position' slot needs to have the transform of an empty child game object on the player.