CAMERA CONTROLLER

Camera Controller is used to move the camera around your level. It has been upgraded with a few new features, it's able to rotate, move when mouse hits the screen border, able to move in the direction the camera's facing or using world axis, Target Follow, also able to increase speed by holding the selected key down. Camera Controller doesn't require it to be attached to a Camera meaning it can be placed anywhere. Camera Controller takes all it's settings from a Camera Profile. Camera Controller supports both Perspective views. PROTIP! Camera Controller can also be used to move around objects, just add a disabled Camera component and it will work.

Also See Camera Profile.

PROPERTIES

CAMERA PROFILE	*The Profile to be used. Settings are taken from the Profile and are Required!*
SET CAMERA TO USE	*If Camera To Use is empty and there is a Camera with a tag set to Main Camera in the scene, it will find the Main Camera and set the Camera To Use as it*
CAMERA TO USE	*Camera to Control*
UI CAMERA	*Camera to use for displaying the World Space UI*
FOLLOW TARGET	*Target to Follow*
TARGET OFFSET	*Offset to Follow Target*

FUNCTIONS

Awake()	*Sets Instance*
Setup_CameraToUse()	*EDITOR USE! Set's MainCamera to CameraToUse if empty*
Move_SpeedValue()	*Calculates Move Speed*
Zoom_SpeedValue()	*Calculates Zoom Speed*
Rotate_SpeedValue()	*Calculates Rotate Speed*
CamPosZValue()	*Calculates Camera Vertical Positions*
CamPosXValue()	*Calculates Camera Horizontal Positions*
CamPosYValue()	*Calculates Camera Height*
CameraPosition()	*Calculates Camera Position*
MousePosition()	*Calculates Mouse Position*
GetOrigin()	*Used by Dragging to set Camera Position*
GetDifference()	*Used by Dragging to set Camera Position*
GetScreenWidth()	*Returns Screen Width*
GetScreenHeight()	*Returns Screen Height*
GetTargetFollow()	*Calculates Follow Target Position*
Inputs_Keyboard()	*Returns Input commands when Profile set to Keyboard Mode/Both*
Inputs_ClickDrag()	*Returns Input commands when Profile set to ClickDrag Mode/Both*
Update()	*Updates all commands*
Update_MoveScreenEdge()	*Updates when Mouse is close to screen border*
Update_Movement()	*Updates Movement*
Update_Rotation()	*Updates Rotation*
Update_Zooming()	*Updates Zooming*
Update_Limits()	*Updates Position Limits*

CAMERA PROFILE

Camera Profile is the main settings a Camera Controller will use. They are scriptable objects meaning settings can be changed during run-time.

Also See Camera Controller.

PROPERTIES

MOVE MODE	*The Movement mode to be used*
USE FORWARD FACING	*If True, Camera will move where its facing, If False, it will use North, South, East, West*
USE SPEEDBOOST	*If True, while holding the Speed Boost Key the camera will move faster*
MOVE NEAR SCREEN EDGE	*If True, the camera will move when the Mouse gets close to the screen edge*
SCREEN BORDER	*The size of the border to be used with Move Near Screen Edge*
MOVE SPEED	*The speed this camera can move without speed boost*
MOVE SPEED MULTIPLIER	*A Multiplier to add to the Speed*
ZOOM SPEED	*The speed of the Zooming in and out*
ZOOM SPEED MULTIPLIER	*A Multiplier to add to the Speed*
ROTATE SPEED	*The speed the camera rotates around*
ROTATE SPEED MULTIPLIER	*A Multiplier to add to the Speed*
BOOST MOVE SPEED MULTIPLIER	*If using Use SpeedBoost, A Multiplier to add to the Move speed to gain a boost*
CAM HEIGHT	*The Y Postiton the Camera will use*
CAM _ MAX	*In each direction you can set a maximum distance the camera can move to*
SET UP MAX	*While playing, you can move the camera to the position your setting, and this will take the Camera's current position and set the Cam_Max value above*
RESET	*This will set the Cam_Max value to the maximum value, for making setting the Camera Max values easier. -PRO TIP! Disable Move Near Screen Edge while settings Max Values!*
CAM ZOOM MIN	*Camera Size Min*
CAM ZOOM MAX	*Camera Size Max*
ORTH NEAR PLANE	*Camera Near Plane Offset*
ORTH FAR PLANE	*Camera Far Plane Offset*
CAM FOV MIN	*Camera FOV Min*
CAM FOV MAX	*Camera FOV Max*
PERS NEAR PLANE	*Camera Near Plane Offset*
PERS FAR PLANE	*Camera Far Plane Offset*
FORWARD BACKWARD INPUT NAME	*Name of the Input to use*
LEFT RIGHT INPUT NAME	*Name of the Input to use*
MOUSE SCROLLWHEEL INPUT NAME	*Name of the Input to use*
ZOOM IN KEY	*Input Key to be used*
ZOOM OUT KEY	*Input Key to be used*
ROTATE LEFT	*Input Key to be used*
ROTATE RIGHT	*Input Key to be used*
DRAG KEY	*Input Key to be used*
SPEED BOOST KEY	*Input Key to be used*

FUNCTIONS

SetLimit_UpMax()	*While playing, you can move the camera to the position your setting, and this will take the Camera's current position and set the Cam_Max value above*
ResetLimit_UpMax()	*This will set the Cam_Max value to the maximum value, for making setting the Camera Max values easier. -PRO TIP! Disable Move Near Screen Edge while settings Max Values!*
SetLimit_DownMax()	*While playing, you can move the camera to the position your setting, and this will take the Camera's current position and set the Cam_Max value above*
ResetLimit_DownMax()	*This will set the Cam_Max value to the maximum value, for making setting the Camera Max values easier. -PRO TIP! Disable Move Near Screen Edge while settings Max Values!*
SetLimit_LeftMax()	*While playing, you can move the camera to the position your setting, and this will take the Camera's current position and set the Cam_Max value above*
ResetLimit_LeftMax()	*This will set the Cam_Max value to the maximum value, for making setting the Camera Max values easier. -PRO TIP! Disable Move Near Screen Edge while settings Max Values!*
SetLimit_RightMax()	*While playing, you can move the camera to the position your setting, and this will take the Camera's current position and set the Cam_Max value above*
ResetLimit_RightMax()	*This will set the Cam_Max value to the maximum value, for making setting the Camera Max values easier. -PRO TIP! Disable Move Near Screen Edge while settings Max Values!*