

CameraControl Variables Guide

Grab Variables

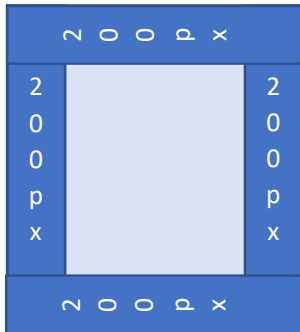
```
public float grabSpeed;  
public float screenMargin;
```

Grab here refers to the state where the player has already grabbed something so they can't drag the camera

screenMargin: is how wide you want the area that will trigger the direction to be in pixels;

Note: instead of setting it to a number you can set it to a percentage by using (using Screen.width/ Screen.height at start. you will have to add another variable if you are using moving in both axes due to the difference in size between width and height)

for Ex: a drag area of 200px will be something like



grabSpeed: how fast the camera movement will be when entering the area.

grab: static variable used to activate or deactivate grab mode

```
//if in dragmode  
if(drag)  
{  
    if(Input.mousePosition.x<screenMargin)  
    {  
        transform.position -= new Vector3(grabSpeed, 0, 0);  
    }  
    if (Input.mousePosition.x > Screen.width-screenMargin)  
    {  
        transform.position += new Vector3(grabSpeed, 0, 0);  
    }  
}
```

When in Grab mode will check the mouse location:

- If less than the **ScreenMargin**, we move to the right with **grab speed**
- If more than the screen width- **ScreenMargin**, we move to the right with **grabSpeed**

Drag Variables

```
[Tooltip("How Responsive do you want it to be")]  
public static float sensitivity;  
[Tooltip("Allows to select which movement the axis will be locked or allowed to move, set them to either 0 or one")]  
public Vector2 movementAxis;  
  
private Vector3 start,current;  
public static bool grab;  
// allows you to lock the movment while in menus  
public static bool locked;
```

Drag here describes dragging to move the camera

Sensitivity: describes how much the camera moves for each mouse movement (a good value is around 0.01 but it will change with different screen resolutions don't forget to add a slider that allows users to change the value)

Start and current: are var used for movement.

Grab was explained before.

Locked: allows you to keep movement locked when you are in menus or any situation where you wouldn't want to use the camera to move when the mouse is used