

# Terrain Engine 2D

## A 2D Block Engine for Unity

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### Terrain Engine 2D - V1.10

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## Camera Properties

This page explains all of the Camera Properties in the CameraController script.

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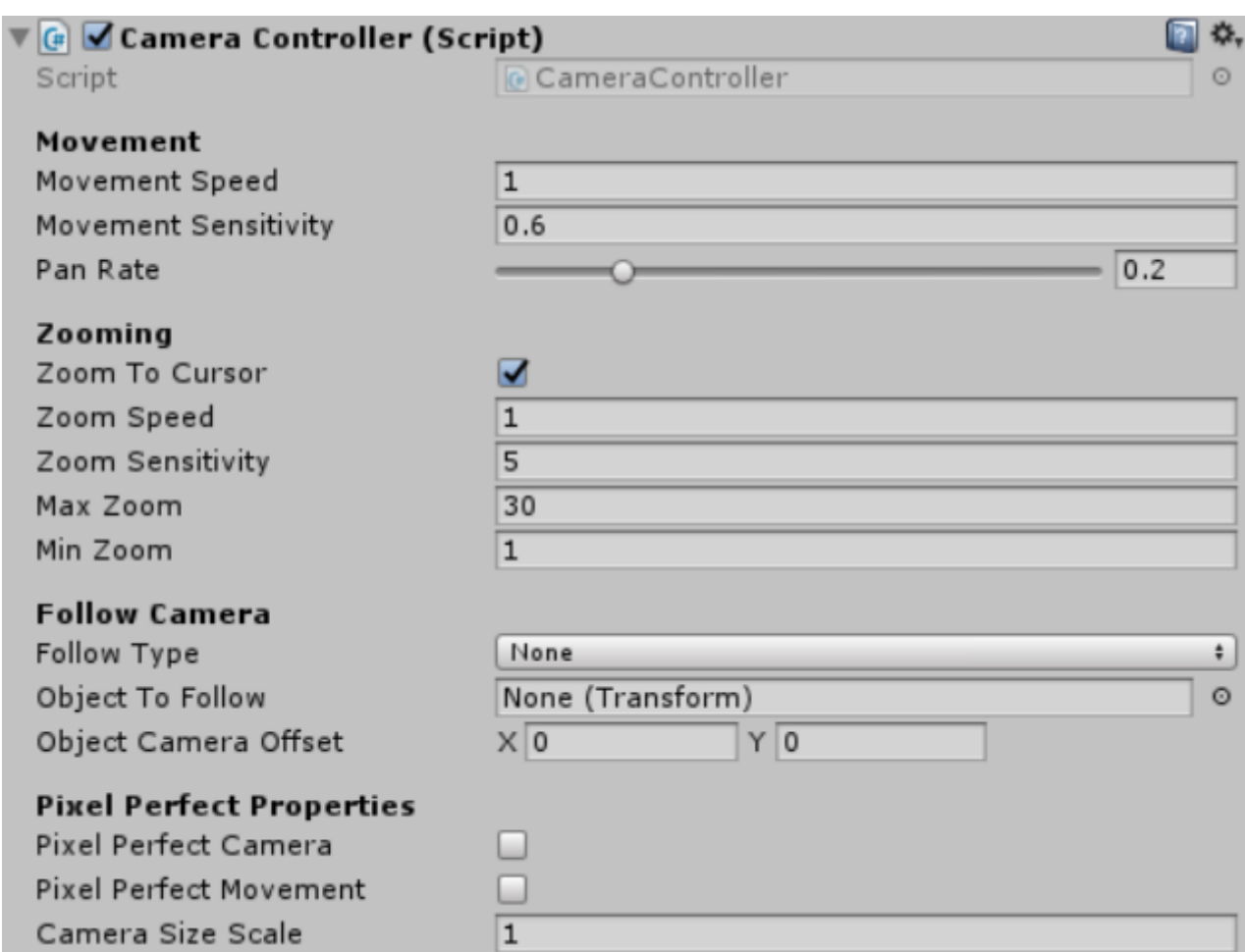
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### Controls

Input	Camera Controls
Arrow Keys/WASD	Camera vertical and horizontal movement
Right click and drag	Pan the world
Scroll	Zoom in and out
Hold Shift	Move/Zoom at double speed

### General

The Camera Properties are all of the main attributes of the CameraController script which are used to control the Camera.



Terrain Engine 2D Camera Properties

### Movement

Movement properties are properties which affect the panning and zooming of the Camera.

- Movement Speed** The speed at which the camera will move to a new position
- Movement Sensitivity** The amount the camera will move each frame
- Pan Rate** The rate at which the camera will move towards new position (value between 0 and 1). Used for Lerp/Interpolation

### Zooming

These properties allow the user to control how the camera will zoom.

- Zoom To Cursor** Whether the camera will zoom towards the cursor or the center of the camera
- Zoom Speed** The speed at which the camera will zoom in and out
- Zoom Sensitivity** The amount the camera will zoom in and out each frame
- Max Zoom** The maximum size the camera can zoom to
- Min Zoom** The minimum size the camera can zoom to

### Object Follower

These properties allow the user to specify an object which the camera will follow.

- Follow Type** The type of following the camera is doing; None - No following, Permanent - All movement controls are disabled, Focus - Will follow the object until a movement control is used
- Object to Follow** The Transform of the object which the camera will follow
- Object Camera Offset** An offset which will be applied to the center of the camera from the object the camera is following

### Pixel Perfect Properties

The Pixel Perfect Properties are properties which help to maintain pixel perfect graphics through modifying camera size and positioning.

- Pixel Perfect Camera** Set the Camera to a fixed size to maintain perfect pixel to screen ratio
- Pixel Perfect Movement** Rounds the Camera position to the nearest pixel
- Camera Size Scale** Scale for the Camera when Pixel Perfect Camera is toggled on

