iS.RTS Camera

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GETTING START

Thanks for purchasing iS.RTS Camera, we hope our product will help you with your projects.

iS.RTS Camera is very easy to setup, we also provided video tutorials for you to get start quickly. Please visit iS.RTS Camera official website to watch videos.

This document will first describe how you can simply setup iS.RTS Camera in your project, then we will explain some more features of iS.RTS Camera that isn't shown in videos.

Please e-mail us for support if you have any questions or needs help.

ADD IS.RTS CAMERA INTO YOUR SCENE

Add iS.RTS Camera From Preset

You can add iS.RTS Camera into your scene by create one from our preset. In our preset, we have some adjusted values that works nice in our demo scene. To create from preset, please go to menu bar, click Tools > iS.RTS Camera > Create From Preset > iS.RTS Camera. Then the camera your just created will appear in Hierarchy view.

You can also create iS.RTS Camera by adding component to a camera object. Please add ISRTSCamera component to a camera object if you want iS.RTS Camera to control this camera. You should notice that if you create iS.RTS Camera, all variables is set to default value(Most of them works fines in some common situation, but you still have a bit more works to do to make your camera works nice).

Setup for Touch Control(Optional)

We have some additional steps to do if you wants to setup iS.RTS Camera mobile ready and support for touch control. You will requires at least one "ISTouchControlHandler" to enable touch control. Just add this component to your the game object that you have attached iS.RTS Camera.

SETUP CAMERA FOR BASIC USAGE

iS.RTS Camera is very easy to setup, please follow the following guide to make you camera works as you expects.

Configure Bounds Settings

The first thing you should do is to setup bounds setting. Bounds setting describes a rect area.
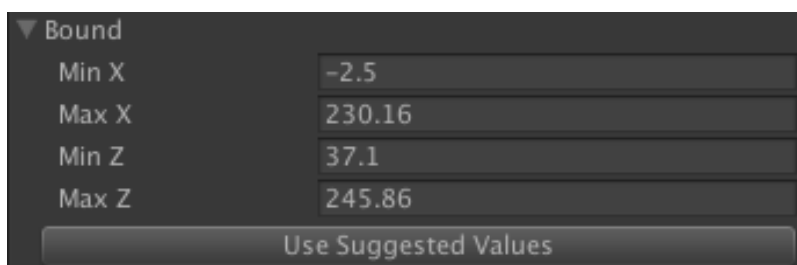
You can first try "Use Suggested Values" and switch to scene view to see if the white rectangle fit your view good, and you can adjust a little later.

Setup Ground Check

If your scene is not flat, you should enable ground check to avoid your camera travels through the ground. Ground check based on Unity's physic engine, to enable ground check you must setup colliders for you scene first. The next step you have to do is to make all ground objects into a custom layer, and make this layer only includes objects that you wanted to be in ground check. Then, you should enable ground check in Basic Setting > Casting Setting and set your ground layer.
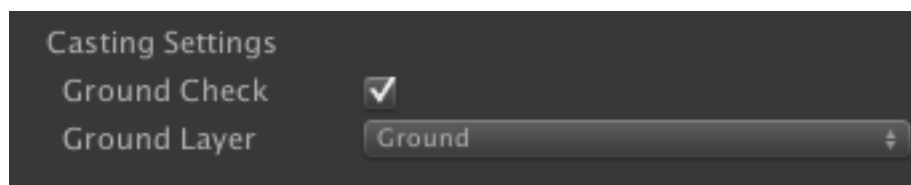
Adjust Speed if Needed

You might already noticed there are two "Lerp Speed" value in basic setting. Those two value controls the camera damping speeding while you give up control input(When camera is trying to stop). If you want your camera stop instantly while player stop input, you can set it to a higher value.

To control mouse and keyboard input speed setting, please adjust them in Mouse Control Setting and Keyboard Control Setting. Touch control speed can be configure individually.
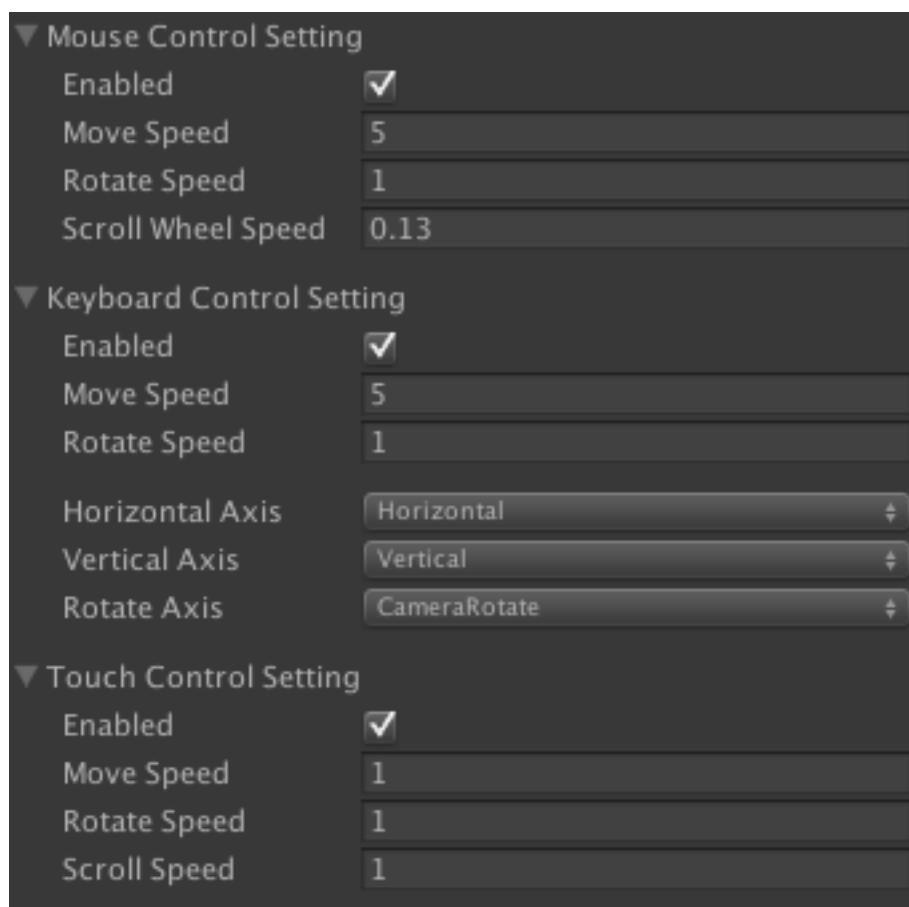
You can also change keyboard input key in Keyboard Control Setting by configure input setting of Unity.

Enjoy iS.RTS Camera

Now most of functions in iS.RTS Camera is set properly, your camera should works smooth now. The following part of this document will guide you through more useful functions.

CUSTOM ZOOM ANIMATION

You can custom scroll animation in two different way, simple and animation curve. You can completely create you own animation with curve, and you can adjust animation to fit you scene by changes few values with simple mode, the editor system will automatically generates curves for you.

To preview your animation, please enable Preview Setting in Basic Setting.

Preview
Preview Settings ☑

To change timeline of animation, please scroll the "Start Scroll Value" scroll bar.

Start Scroll Value   0.227

Use Simple Mode

Fill all following values and simple mode will generate a perfect zooming curve for you.

If you not sure where to start, you can enable previewing, and set start scroll value to zero to view your lowest position, then set it to one to view the highest position.

Use Animation Curve

To use animation curve, please set you start point of animation curve timeline to zero and end point to one. The value of Y axis of curve will be the actual value.

FOLLOWING OBJECTS

iS.RTS Camera provides many ways to following a target. And all of them can be use within a single line of code.

To enable following functions, you must enable them in setting.

All APIs use with "ForMain" suffix is static function and will apply for the main iS.RTS Camera, if you only have a single iS.RTS Camera in you scene, it will be apply to it. Those functions with a "ForMain" suffix with a same name is instance functions for a specified camera.

Keep Target at Center of Screen

Call :

`ISRTSCamera.FollowForMain(<a Tranform component>);`

to make camera follow an GameObject.

To disable follow, call :

`ISRTSCamera.CancelFollowForMain()`

Use Fixed Point to Lock Camera

Call :

```
ISRTSCamera.LockFixedPointForMain(<a Tranform component>);
```

to lock your camera to a specified point. And your camera will move with the Transform until you unlock it.

To disable follow, call :

```
ISRTSCamera.CancelFollowForMain()
```

Jump to Target

You can also call your camera to jump to target by the following code :

```
ISRTSCamera.JumpToTargetForMain(<a Tranform component>);
```

USE IS.RTS CAMERA IN 2D MODE

In the version 2.1, we introduced iS.RTS Camera 2D, which brings 2D support to iS.RTS Camera. We develop the 2D version based on the existing 3D one, so most of settings is common. The different is that 2D camera don't have all features like the 3D one, like scroll animation (since there is only zoom in 2D). Other function is same with same editor user interface.

Creating iS.RTS Camera 2D

You can use the same method as you create a 3D camera. Go to menu bar Tools > iS.RTS Camera > Create From Preset > iS.RTS Camera 2D.

SPINACH

USING PRESETS

iS.RTS Camera provides a powerful presets system for you to quickly make every camera keep up-to-date.
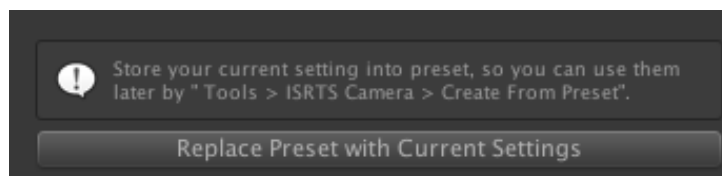
Once you click "Replace Preset with Current Settings", iS.RTS Camera will update it's preset so you can create a exactly same one when the next time you choose to create from preset.

MORE INFORMATIONS

Please contact us if you have any questions or need support, we will reply every support e-mail in 24 hours.

E-mail : support@spinachelectr.com

Please use English or Simplified Chinese.

Our official website : https://www.spinachelectr.com.