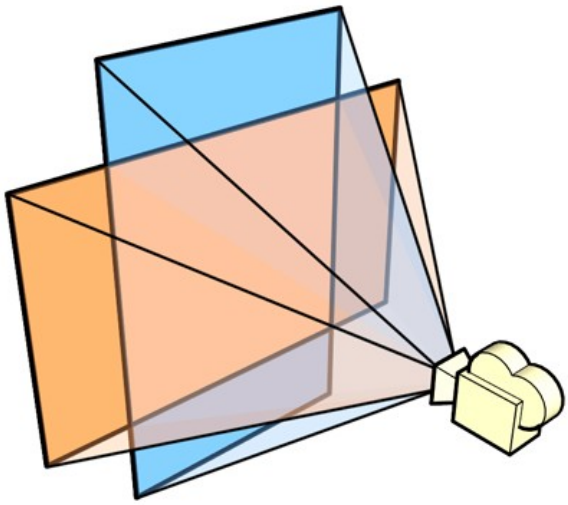
CAMERA FIT



by Tag of Joy

This document describes usage guidelines for the **Camera Fit** developed by **Tag of Joy**. The plugin should be purchased on the Unity Asset Store (http://u3d.as/oUX). Sharing or distribution is not permitted.

CONTACT INFORMATION

You can contact the developers of the Camera Fit by e-mail: info@tagofjoy.lt

GENERAL NOTES

- In the plugin and this document **FOV** is used as an abbreviation for **field of view**.
- Adding the Camera Fit script to a game object without a Camera component will create a Camera on that game object. If the script is added to a game object with an existing Camera component the Camera's FOV and size parameters will be copied to the Camera Fit component.
- While using the Camera Fit component, Camera's FOV or size parameters should be changed in the Camera Fit component rather than in the Camera component.
- Visible and controllable fields (parameters) of the Camera Fit change and adjust to the camera's projection type: with the perspective Camera type, FOV parameters and with the orthographic type, size parameters are visible.

INSPECTOR FIELDS

- **Adjust Mode** – a selection of how the camera's view will be fitted to the game screen. Possible values: Fixed Height, Fixed Width, Dynamic.
- **Horizontal Size** and **Vertical Size** (for orthographic Cameras) – horizontal and vertical half sizes that will be fitted to the game screen.
- **Horizontal FOV** and **Vertical FOV** (for perspective Cameras) – the horizontal and vertical angles which will be visible in the game screen.
- **Main Area Aspect Ratio** – aspect ratio of the main game area (the area that needs to be visible all the time, no matter what screen size or aspect ratio we are actually in). The first value is the width and the second one is the height.

CAMERA FIT ADJUST MODES

Fixed Height

This is the default Unity behavior. Camera's view is resized to fit it to the screen height. In this mode for orthographic cameras **Vertical Size** can be changed and for perspective – **Vertical FOV.**

Fixed Width

Camera view's is resized to fit it to the screen width. For orthographic cameras the **Horizontal Size** can be changed and for perspective – **Horizontal FOV**.

Dynamic

Camera view is resized to fit it to the screen both in height and in width. **Both horizontal** and **vertical** values can be changed. Changing one value recalculates the other according to the aspect ratio. Changing the **aspect ratio** changes the respective FOV or size parameter accordingly. In situations where the screen aspect ratio is different from the one set in **Main Area Aspect Ratio**, Camera component's FOV or size parameter might differ from the Camera Fit's one (FOV and size values in the Dynamic mode define the FOV and size of the desired always visible area, not the whole screen).

SCRIPTABLE CAMERA FIT PROPERTIES

It is possible to call these Camera Fit properties from your own scripts and assign values.

- **mainAreaWidth**, **mainAreaHeight** – assigning a value changes the aspect ratio width or height and recalculates the FOVs and sizes. These properties are of int type.
- **horizontalSize**, v**erticalSize** – sets the horizontal or vertical size and recalculates the other size. These properties are of float type.
- **horizontalFOV**, v**erticalFOV** – sets Horizontal FOV or Vertical FOV and recalculates the other FOV. These properties are of float type.