

Mobile RTS Cam

documentation and How to guide.

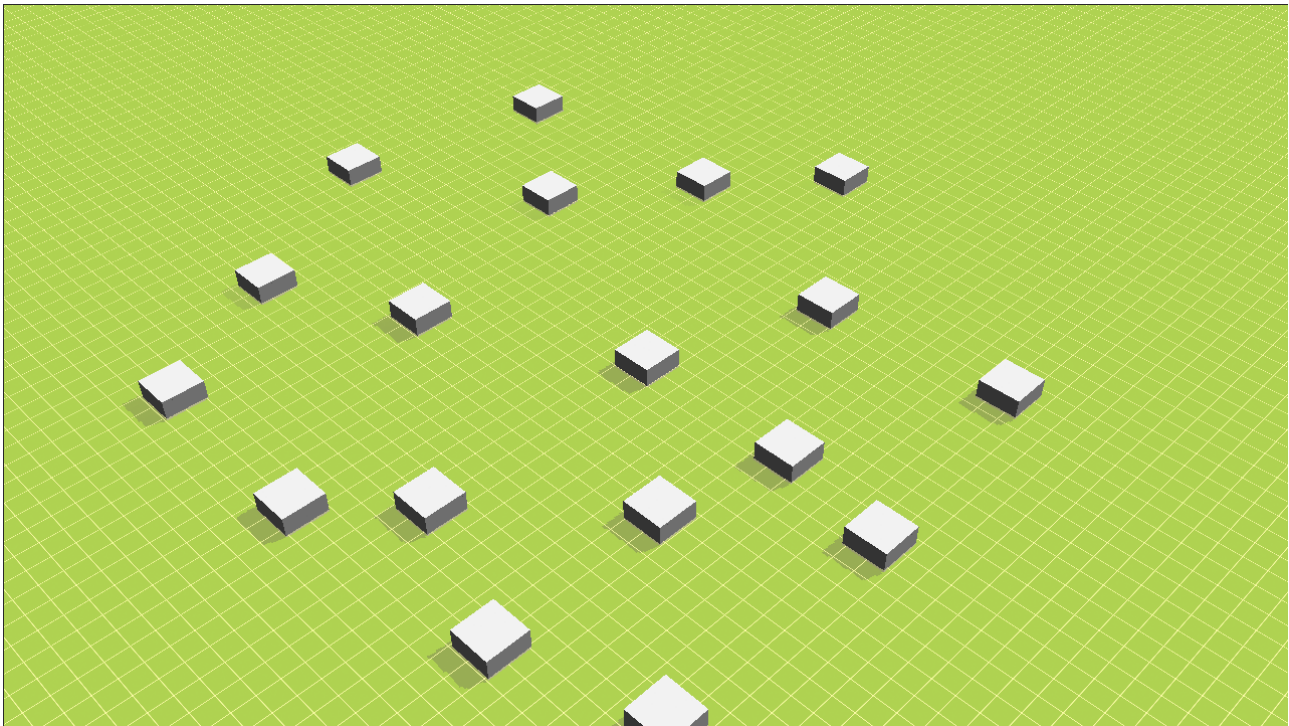


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Package Info

About

This is a script package for control camera's position & zoom with mobile touch input for RTS games in Mobile Environment.

Features

- Pixel perfect touch camera panning
- Inertia camera movement
- Pinch zoom in / out
- Pinch camera rotation
- Two finger drag to raise / lower camera x rotation
- Picking 3d object with event function
- Long touch down to picking
- Perspective & Orthographical camera mode support
- Unity 4.6.x, 5.x support
- Easy to use. just drag & drop camea prefab to the scene

Demo & Resources

- Watch game play video in [Youtube](#)
- Read [Documents](#)
- Download & Test Android [APK](#)

Version History

v1.2 - 12.08.2016

- Add Camera Rotation in Editor (Hold Left Shift and Drag Mouse)
- Add Custom Inspector on MobileRTSCam

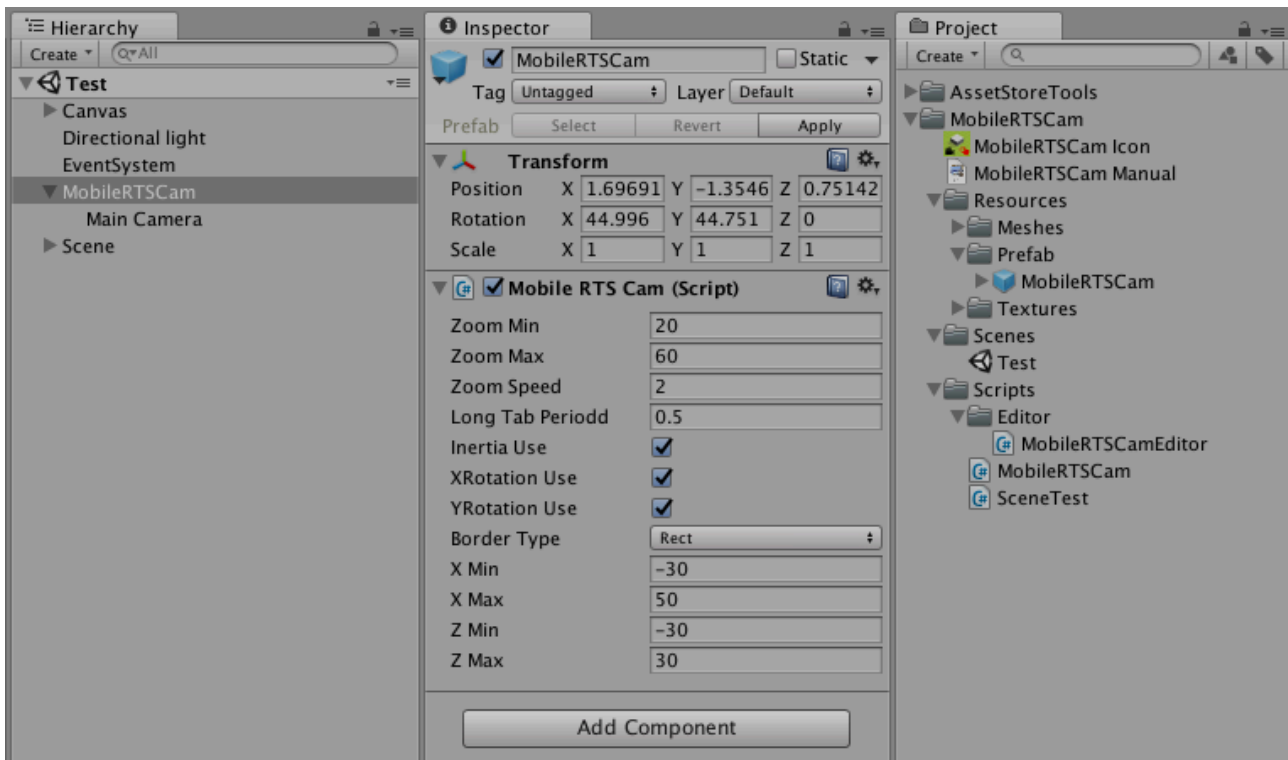
v1.1 - 05.27.2016

- Fix terrain mesh flickering issue in some android devices.

v1.0 - 04.08.2016

- First Release.

How to Use



- Create new Scene
- Drag MobileRTSCam prefab to your scene.
- Remove old Main Camera from the scene.
- Select MobileRTSCam from Hierachy and Change property at Inspector panel.

Caution

In MobileRTSCam, zoom value was setted as z position of Main Camera.
So, DO NOT modify Transform values of Main Camera object.

Property

Zoom Min - minimum vakue of zoom

Zoom Max - maximun value of zoom

Zoom Speed - zooming speed

Long tab Period - minimum time length to determine long tab

Inertia Use - If checked, Inertia move applied when user's drag camera panning ends

XRotation Use - Enable X Rotation

YRotation Use - Enable Y Rotation

Border Type - Use Border or not

Using Script

In SceneTest.cs, you can see How to interact with MobileRTSCam

First, the scene must implement MobileRTSCamListner belows.

- OnTouchDown : When User Touch the screen(or mouse down in desktop)

- OnTouchUp: When User End Touch (or mouse up in desktop)
- OnTouch : When Touch action(Touch down -> Touch up) completed
- OnDragStart : When Touch position changed while Touch down first time since touch down.
- OnDrag : Touch position(mouse position) changed while in drag
- OnDragEnd : Touch up while in drag
- OnLongPress : User pressed a touch at same point and for a while
- OnMouseWheel : When user change mouse wheel

At Start function in SceneTest.cs set MobileRTSCam's listener to this script

User can Set initial camera position and zoom values with functions below

- SetCameraPosition
- SetCameraZoom
- SetCameraZoomRatio

Camera rotation on Editor

To change camera rotation on Editor, hold Left SHIFT key while mouse drag.
This feature is for the convenience of working in Editor.