RTS/RPG Camera by unPopular Games

All settings can be adjusted in inspector.

To use script itself in your project:
1. Create a camera rig and center it to X = 0, Y = 0, Z = 0.
2. Set Main Camera as a rig's child.
3. Adjust rotation and position of camera.
4. If you need to move camera you have to move the whole RIG

_*camSpeed*   is a speed of a camera movement.
_*camSpeedFast*   is a speed of camera while holding fast moving key (Shift by default).
_*camMovementTime*   is responsible for a smoothness of camera movement (lower value = more smooth movement).

_*camRotationAmount*   is a speed of camera rotation around center of the view
_*camBorderMovement*   is a variable where you have to set how far from the border you have to put the cursor to move camera.

_*maxCamZoom*   maximum zoom in limit.
_*minCamZoom*   maximum zoom out limit.

To set area where you can move your camera use variables below:
_*minZCamMovement*
_*maxZCamMovement*
_*minXCamMovement*
_*maxXCamMovement*

With questions please contact us: support@unpopular.eu