



Sign in

Hierarchy

All

Level 2

- Main Camera
- SpikeHead (1)
- Spikes
- SpikeHead
- Saw
- Spikes (1)
- MeleeEnemy
- Fire-trap
- Saw (1)
- Spikes (2)
- Fire-trap (1)
- Player
- FireballHolder
- Level
- UICanvas

DontDestroyOnLoad

Console

+

- All Materials
- All Models
- All Prefabs

Assets

- Animation
- Audio
- Knight Files
- Prefabs
- Scenes
- Scripts
 - Core
 - Enemy
 - Health
 - Player
 - Room
 - UI
- Sprites
- TextMesh Pro

Parameter 'grounded' does not exist

Scene

Game

Game

Display 1

Free Aspect

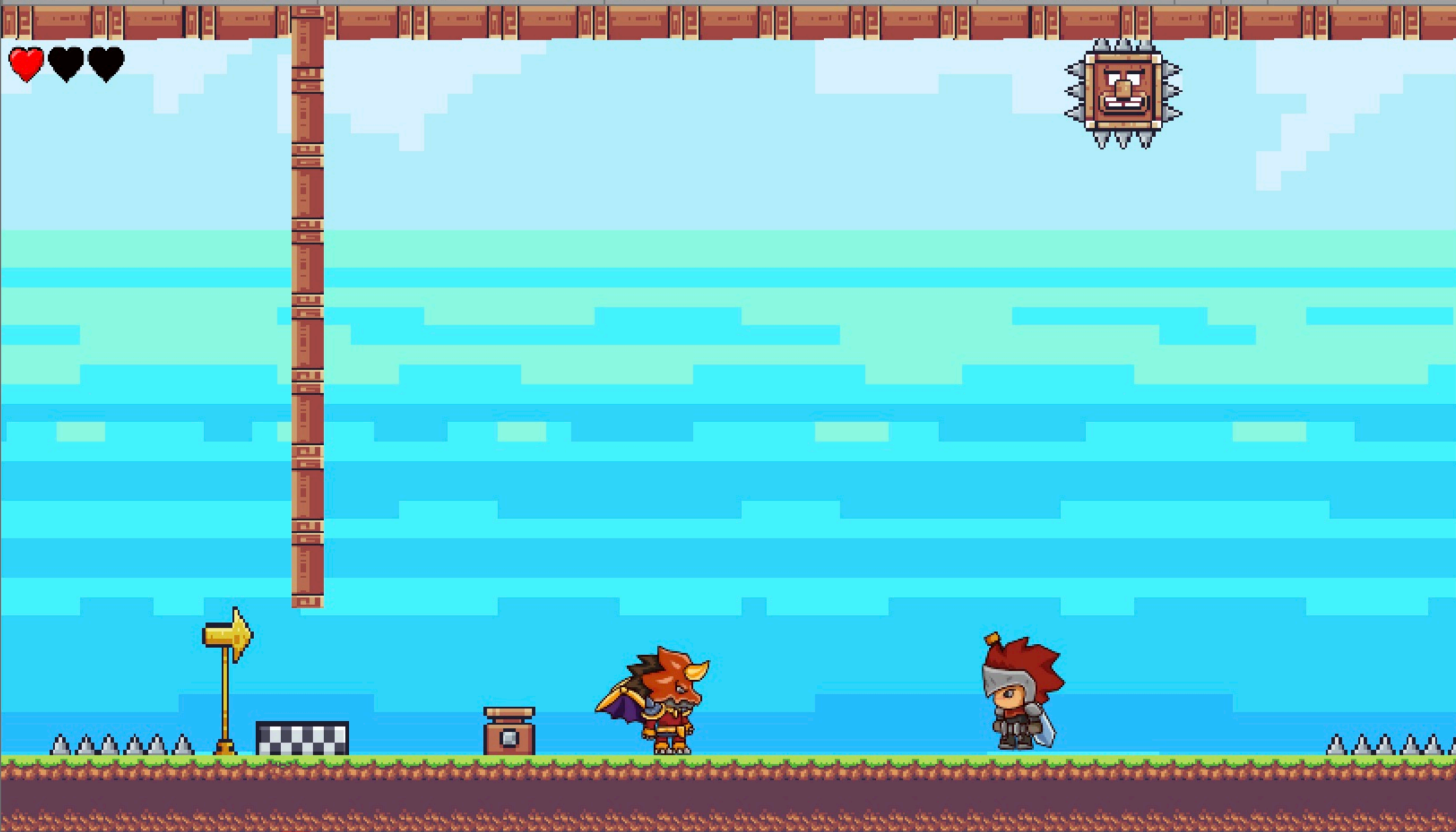
Scale

2x

Play Focused

Stats

Gizmos



Assets > Scripts > Core



Camera_C...



Loading_M...



Sound_Ma...

Assets/Scripts/Core/Camera_Controller.cs

Inspector

Tile Palette

Camera_Controller (Mono Script) Import :

Open

Execution Order...

Player

None (Transform)

Default references will only be applied in edit mode.

Imported Object

Camera_Controller (Mono Script)

Assembly Information

Filename Assembly-CSharp.dll

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Camera_Controller : MonoBehaviour
{
    [SerializeField] private float speed;
    private float currentPosX;
    private Vector3 velocity = Vector3.zero;

    [SerializeField] private Transform player;
    [SerializeField] private float aheadDistance;
    [SerializeField] private float cameraSpeed;
    private float lookAhead;

    private void Update()
    {
        //transform.position =
        Vector3.SmoothDamp(transform.position, new
        Vector3(currentPosX, transform.position.y,
        transform.position.z), ref velocity, speed);

        transform.position = new Vector3(player.position.x +
        lookAhead, transform.position.y, transform.position.z);
        lookAhead = Mathf.Lerp(lookAhead, (aheadDistance *
        player.localScale.x), Time.deltaTime * cameraSpeed);
    }

    public void MoveToNewRoom(Transform _newRoom)
    {
        currentPosX = _newRoom.position.x;
    }
}
```

Asset Labels