**using UnityEngine;**

**public class** Mouse\_Look : MonoBehaviour { **public float** Smoothness=4; **public** Vector2 Sensitivity = **new Vector2(4,4); private** Vector2 NewCoord**;**

**[Hid el nl n s p ec to r]**

public Vector2 *CiurentCoord*;

**public** Vector2 Limit **= new Vector2(-70,80);**

**private** Vector2 vel;

void *AwakeQ {*

*gameObject.tag=''MamCameva"il*

*}*

void Update0{ |

*NewCoordJc=Mathf.Clamp(NewCoordjc, Limit jc, Limit.y*);

AfovCoord\_t-=Input.GeLExis(''Mouse Y")\* Sensitivity jc; iV^vCoordyH-=Input.GeL4.xzs(''Mouse X")\* Sensitivity.y;

*CurrentCoordjc=Ma\hf.SmoothDamp(CurrentCoordjc, NewCoord jc,* ref *veLx, Smoothness/*100); *CurrentCoord.y=Ma\hf.SmoothDamp(CurrentCoord.y, NewCoord.*y, ref ve/.y, *Smoothness/*100); *transform.rotation=Quatermon.Euler(CurrentCoordx. CurrentCoordy*, 0);

}

}