World Camera

This page explains all about how the World Camera works.

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General

The World Camera is used to render the world and all of its wonderful features. It is made up of 3 seperate cameras all controlled by the Light Renderer. If basic lighting is enabled, then the world only uses 1 camera. However if Advanced Lighting is enabled, then all three cameras are used in order to render the advanced 2d lighting. The **Main Camera** is used to capture anything that is not in the Lighting, Ignore Lighting, or UI Unity Layers, such as the Terrain. The **Light Camera** captures any light sources such as any mesh lights, block lighting, or ambient light. The **Overlay Camera** will capture anything in the UI and Ignore Lighting layer. The three camera's are combined so that the lighting will render on top of the main graphics, and the overlay will render on top of that. In this way you can have certain sprites and graphics which will not be effected by lighting.

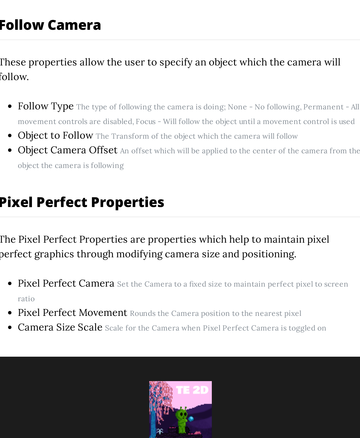
There is also a powerful camera controller which will allow you to smoothly manouver around the world through a variety of inputs.

Controls

Input	Camera Controls
Arrow Keys/WASD	Camera vertical and horizontal movement
Right click and drag	Pan the world
Scroll	Zoom in and out
Hold Shift	Move/Zoom at double speed

Camera Properties

The Camera Properties are all of the main attributes of the CameraController script which are used to control the Camera.



Terrain Engine 2D Camera Properties

Preferences

Preferences are settings which allow you to control how the main camera is modified.

- Auto Set Culling Mask Whether you wish the camera to automically setup its culling mask (this is on by default). The culling mask will differ depending on whether advanced lighting is being used.

Movement

Movement properties are properties which affect the panning and zooming of the Camera.

- Movement Speed The speed at which the camera will move to a new position
- Movement Sensitivity The amount the camera will move each frame
- Pan Rate The rate at which the camera will move towards new position (value between 0 and 1). Used for Lerp/Interpolation

Zooming

These properties allow the user to control how the camera will zoom.

- Zoom To Cursor Whether the camera will zoom towards the cursor or the center of the camera
- Zoom Speed The speed at which the camera will zoom in and out
- Zoom Sensitivity The amount the camera will zoom in and out each frame
- Max Zoom The maximum size the camera can zoom to
- Min Zoom The minimum size the camera can zoom to

Follow Camera

These properties allow the user to specify an object which the camera will follow.

- Follow Type The type of following the camera is doing; None - No following, Permanent - All movement controls are disabled, Focus - Will follow the object until a movement control is used
- Object to Follow The Transform of the object which the camera will follow
- Object Camera Offset An offset which will be applied to the center of the camera from the object the camera is following

Pixel Perfect Properties

The Pixel Perfect Properties are properties which help to maintain pixel perfect graphics through modifying camera size and positioning.

- Pixel Perfect Camera Set the Camera to a fixed size to maintain perfect pixel to screen ratio
- Pixel Perfect Movement Rounds the Camera position to the nearest pixel
- Camera Size Scale Scale for the Camera when Pixel Perfect Camera is toggled on