Spectator

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Spectator

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Spectator[10]

Spectator Namespace

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DebugRenderer[10], FollowCamera[13], InputActionsControl[21], InputKeysControl[32], SpectatorPlayer[38]

Structures

CameraBoostOptions[53], GeneralOptions[54], InputKeyConfiguration[62], SelectionOptions[63]

DebugRenderer Class

Component for rendering Gizmos and simple information about the SpectatorPlayer that is present on the game object.

System.Object
  UnityEngine.Object
    UnityEngine.Component
      UnityEngine.Behaviour
        UnityEngine.MonoBehaviour
          Spectator.DebugRenderer

C#

```
[ExecuteInEditMode()]
[RequireComponent(typeof(SpectatorPlayer))]
public class DebugRenderer : MonoBehaviour
```

Requirements

Namespace: Spectator[10]

Methods

Awake[10], OnDrawGizmos[11], OnGUI[11]

Fields

AllowedAreaGizmoColor[11], RenderGUI[11], SelectionGizmoColor[11], ShowGizmos[12], TextColor[12], _followCamera[12], _spectator[12]

DebugRenderer.Awake Method

C#

```
private void Awake()
```

See Also

Applies to: DebugRenderer[10]

DebugRenderer.OnDrawGizmos Method

C#

```
private void OnDrawGizmos()
```

See Also

Applies to: DebugRenderer[10]

DebugRenderer.OnGUI Method

C#

```
private void OnGUI()
```

See Also

Applies to: DebugRenderer[10]

AllowedAreaGizmoColor Field

Specifies the Gizmo color that will be used to draw top and bottom cubes for the **AllowedAreaBounds**.

C#

```
new public Color AllowedAreaGizmoColor
```

See Also

Applies to: DebugRenderer[10]

RenderGUI Field

Specifies if the GUI text will be rendered on the top left side of the screen.

C#

```
public bool RenderGUI
```

See Also

Applies to: DebugRenderer[10]

SelectionGizmoColor Field

Specifies the Gizmo color that will be used to render cube around selected game object.

C#

```
new public Color SelectionGizmoColor
```

See Also

Applies to: DebugRenderer[10]

ShowGizmos Field

Specifies if the Gizmos will be rendered.

C#

```
public bool ShowGizmos
```

See Also

Applies to: DebugRenderer[10]

TextColor Field

Specifies the color of the rendered debug text.

C#

```
public Color TextColor
```

See Also

Applies to: DebugRenderer[10]

_followCamera Field

C#

```
private FollowCamera _followCamera
```

See Also

Applies to: DebugRenderer[10]

_spectator Field

C#

```
private SpectatorPlayer _spectator
```

See Also

Applies to: DebugRenderer[10]

FollowCamera Class

Extra spectator component that can be attached with the SpectatorPlayer in order to achieve smooth following with camera collision. If this is not added to the object follow feature will do nothing.

System.Object
  UnityEngine.Object
    UnityEngine.Component
      UnityEngine.Behaviour
        UnityEngine.MonoBehaviour
          Spectator.FollowCamera

C#

```
[RequireComponent(typeof(SpectatorPlayer))]
public class FollowCamera : MonoBehaviour
```

Requirements

Namespace: Spectator[10]

Properties

Target[13], TargetCamera[13]

Methods

Awake[14], CameraSmoothMove[14], FixedUpdate[14], HandleCollision[14], LateUpdate[15], StartFollowing[15], Update[15], UpdateCameraPosition[15], ZoomCamera[16]

Fields

AlwaysLookAtTarget[16], InitialDistance[16], InvertRotationX[17], InvertRotationY[17], LockRotationX[17], LockRotationY[17], MaxDistance[17], MaxXAngle[18], MinDistance[18], MinXAngle[18], StartRotationX[19], StartRotationY[19], TargetOffset[19], UseStartRotationX[20], UseStartRotationY[20], _cameraPos[20], _currentFollowZoom[20], _inputControl[20], _player[20], _rotation[21]

FollowCamera.Target Property

C#

```
private Transform Target {get;}
```

See Also

Applies to: FollowCamera[13]

FollowCamera.TargetCamera Property

C#

```
private Transform TargetCamera {get;}
```

See Also

Applies to: FollowCamera[13]

FollowCamera.Awake Method

C#

```
private void Awake()
```

See Also

Applies to: FollowCamera[13]

FollowCamera.CameraSmoothMove Method

C#

```
private void CameraSmoothMove(
   float smooth
)
```

Parameters

smooth

See Also

Applies to: FollowCamera[13]

FollowCamera.FixedUpdate Method

C#

```
private void FixedUpdate()
```

See Also

Applies to: FollowCamera[13]

FollowCamera.HandleCollision Method

Makes linecast from target object to the camera to see if there are any colliders in the way (camera needs clear line of sight).

C#

```
private void HandleCollision(
   Vector3 targetFollow
)
```

Parameters

targetFollow
Target position to which the linecast will be done

See Also

Applies to: FollowCamera[13]

FollowCamera.LateUpdate Method

C#

```
private void LateUpdate()
```

See Also

Applies to: FollowCamera[13]

FollowCamera.StartFollowing Method

C#

```
private void StartFollowing()
```

See Also

Applies to: FollowCamera[13]

FollowCamera.Update Method

C#

```
private void Update()
```

See Also

Applies to: FollowCamera[13]

FollowCamera.UpdateCameraPosition Method

C#

```
private void UpdateCameraPosition()
```

See Also

Applies to: FollowCamera[13]

FollowCamera.ZoomCamera Method

C#

```
private void ZoomCamera()
```

See Also

Applies to: FollowCamera[13]

AlwaysLookAtTarget Field

Specifies if the camera should constantly look at the target position. Keep this on FALSE if you wish to use this for top down follow, anything above 70 degree angle should have this disabled.

C#

```
public bool AlwaysLookAtTarget
```

See Also

Applies to: FollowCamera[13]

InitialDistance Field

Specifies the distance that the object will be placed at the start of following. May be altered by zooming in/out.

C#

```
[Header("General")]
public float InitialDistance
```

See Also

Applies to: FollowCamera[13]

InvertRotationX Field

Specifies if the X rotation axes is inverted.

C#

```
public bool InvertRotationX
```

See Also

Applies to: FollowCamera[13]

InvertRotationY Field

Specifies if the Y rotation axes is inverted.

C#

```
public bool InvertRotationY
```

See Also

Applies to: FollowCamera[13]

LockRotationX Field

Specifies if the X angle can be changed with the input.

C#

```
[Header("X Axis")]
public bool LockRotationX
```

See Also

Applies to: FollowCamera[13]

LockRotationY Field

Specifies if the Y angle can be changed with the input.

C#

```
[Header("Y Axis")]
public bool LockRotationY
```

See Also

Applies to: FollowCamera[13]

MaxDistance Field

Specifies maximal distance that can be zoomed while following a selected target.

C#

```
public float MaxDistance
```

See Also

Applies to: FollowCamera[13]

MaxXAngle Field

Specifies the minimal angle for Y rotation.

C#

```
[Range(-90, 90)]
public float MaxXAngle
```

See Also

Applies to: FollowCamera[13]

MinDistance Field

Specifies minimal distance that can be zoomed while following a selected target.

C#

```
public float MinDistance
```

See Also

Applies to: FollowCamera[13]

MinXAngle Field

Specifies the minimal angle for X rotation.

C#

```
[Range(-90, 90)]
public float MinXAngle
```

See Also

Applies to: FollowCamera[13]

StartRotationX Field

Specifies the starting rotation of the camera when UseStartRotationX is set to true.

C#

```
public float StartRotationX
```

See Also

Applies to: FollowCamera[13]

StartRotationY Field

Specifies the starting rotation of the camera when UseStartRotationY is set to true.

C#

```
public float StartRotationY
```

See Also

Applies to: FollowCamera[13]

TargetOffset Field

Specifies the offset from the target on which the follow will be focused on. To keep it at the position of the target set this to **zero**.

C#

```
[Header("Target")]
new public Vector3 TargetOffset
```

See Also

Applies to: FollowCamera[13]

UseStartRotationX Field

Specifies if rotation of the camera will be set to StartRotationX when spectator starts to follow a target.

C#

```
public bool UseStartRotationX
```

See Also

Applies to: FollowCamera[13]

UseStartRotationY Field

Specifies if rotation of the camera will be set to StartRotationY when spectator starts to follow a target.

C#

```
public bool UseStartRotationY
```

See Also

Applies to: FollowCamera[13]

_cameraPos Field

Calculated camera position for each frame.

C#

```
private Vector3 _cameraPos
```

See Also

Applies to: FollowCamera[13]

_currentFollowZoom Field

C#

```
private float _currentFollowZoom
```

See Also

Applies to: FollowCamera[13]

_inputControl Field

C#

```
private IInputControl _inputControl
```

See Also

Applies to: FollowCamera[13]

_player Field

Reference to the spectator component that holds most of the configurations spectator.

C#

```
private SpectatorPlayer _player
```

See Also

Applies to: FollowCamera[13]

_rotation Field

Clamped rotation input.

C#

```
new private Vector2 _rotation
```

See Also

Applies to: FollowCamera[13]

InputActionsControl Class

Input control component for new input system that uses **InputAction**. This component defines actions that can be used for the spectator functionality.

System.Object
  UnityEngine.Object
    UnityEngine.Component
      UnityEngine.Behaviour
        UnityEngine.MonoBehaviour
          Spectator.InputActionsControl

C#

```
public class InputActionsControl : MonoBehaviour,
   IInputControl
```

Requirements

Namespace: Spectator[10]

Properties

CameraRotationDelta[22], DragMovementInput[22], IsBoostActionPressed[25], IsDragActionPressed[25], IsRotateActionPressed[25], MousePosition[23], MovementInput[23], OnCameraResetPressed[25], OnCancelSelectionPressed[25], OnCenterSelectedObjectPressed[25], OnCollisionTogglePressed[25], OnFollowSelectedObjectPressed[25], OnSelectActionPressed[25], OnTogglePressed[25], ZoomDelta[25]

Methods

IsActionPressed[25], OnDisable[25], OnEnable[25], Start[26], Update[26]

Structures

InputActionConfiguration[30]

Fields

Configuration[31], _onCameraResetPressed[32], _onCancelSelectionPressed[32], _onCenterSelectedObjectPressed[32], _onCollisionTogglePressed[32], _onFollowSelectedObjectPressed[32], _onSelectActionPressed[32], _onTogglePressed[32]

InputActionsControl.CameraRotationDelta Property

C#

```
public Vector2 CameraRotationDelta {get; private set;}
```

See Also

Applies to: InputActionsControl[21]

InputActionsControl.DragMovementInput Property

C#

```
public Vector2 DragMovementInput {get; private set;}
```

See Also

Applies to: InputActionsControl[21]

InputActionsControl.IsBoostActionPressed Property

C#

```
public bool IsBoostActionPressed {get;}
```

See Also

Applies to: InputActionsControl[21]

InputActionsControl.IsDragActionPressed Property

C#

```
public bool IsDragActionPressed {get;}
```

See Also

Applies to: InputActionsControl[21]

InputActionsControl.IsRotateActionPressed Property

C#

```
public bool IsRotateActionPressed {get;}
```

See Also

Applies to: InputActionsControl[21]

InputActionsControl.MousePosition Property

C#

```
public Vector2 MousePosition {get; private set;}
```

See Also

Applies to: InputActionsControl[21]

InputActionsControl.MovementInput Property

C#

```
public Vector3 MovementInput {get; private set;}
```

See Also

Applies to: InputActionsControl[21]

InputActionsControl.OnCameraResetPressed Property

C#

```
public Action OnCameraResetPressed {get; set;}
```

See Also

Applies to: InputActionsControl[21]

InputActionsControl.OnCancelSelectionPressed Property

C#

```
public Action OnCancelSelectionPressed {get; set;}
```

See Also

Applies to: InputActionsControl[21]

InputActionsControl.OnCenterSelectedObjectPressed Property

C#

```
public Action OnCenterSelectedObjectPressed {get; set;}
```

See Also

Applies to: InputActionsControl[21]

InputActionsControl.OnCollisionTogglePressed Property

C#

```
public Action OnCollisionTogglePressed {get; set;}
```

See Also

Applies to: InputActionsControl[21]

InputActionsControl.OnFollowSelectedObjectPressed Property

C#

```
public Action OnFollowSelectedObjectPressed {get; set;}
```

See Also

Applies to: InputActionsControl[21]

InputActionsControl.OnSelectActionPressed Property

C#

```
public Action OnSelectActionPressed {get; set;}
```

See Also

Applies to: InputActionsControl[21]

InputActionsControl.OnTogglePressed Property

C#

```
public Action OnTogglePressed {get; set;}
```

See Also

Applies to: InputActionsControl[21]

InputActionsControl.ZoomDelta Property

C#

```
public float ZoomDelta {get;}
```

See Also

Applies to: InputActionsControl[21]

InputActionsControl.IsActionPressed Method

Checks if passed input is pressed by reading float value and then return true if the value is larger than 0.

C#

```
private static bool IsActionPressed(
   InputAction input
)
```

Parameters

input

See Also

Applies to: InputActionsControl[21]

InputActionsControl.OnDisable Method

C#

```
private void OnDisable()
```

See Also

Applies to: InputActionsControl[21]

InputActionsControl.OnEnable Method

C#

```
private void OnEnable()
```

See Also

Applies to: InputActionsControl21

InputActionsControl.Start Method

C#

```
private void Start()
```

See Also

Applies to: InputActionsControl21

InputActionsControl.Update Method

C#

```
private void Update()
```

See Also

Applies to: InputActionsControl21

InputActionConfiguration Structure

C#

```
[Serializable()]
public struct InputActionConfiguration
```

Requirements

Namespace: Spectator10

Fields

BoostAction30, CancelSelectionAction30, CenterSelectedObjectAction30, DragCameraAction30, DragMoveAction30, ForwardMoveAction30, MousePositionAction30, MoveAction30, ResetCameraAction30, RotateAction30, RotateCameraAction30, SelectAction30, ToggleAction30, ToggleCollisionAction30, ToggleFollowSelectedObjectAction30, ZoomDeltaAction30

See Also

Applies to: InputActionsControl21

BoostAction Field

Specifies the action for activating boost speed.

C#

```
public InputAction BoostAction
```

See Also

Applies to: InputActionConfiguration30

CancelSelectionAction Field

Specifies the action that cancels current selection (deselects object).

C#

```
public InputAction CancelSelectionAction
```

See Also

Applies to: InputActionConfiguration30

CenterSelectedObjectAction Field

Specifies the key that centers the selected object on screen. This will make camera move towards the object and look at it.

C#

```
public InputAction CenterSelectedObjectAction
```

See Also

Applies to: InputActionConfiguration30

DragCameraAction Field

Specifies the action button that enables dragging camera with DragMoveAction

C#

```
public InputAction DragCameraAction
```

See Also

Applies to: InputActionConfiguration30

DragMoveAction Field

Specifies the action for dragging camera when DragCameraAction is pressed.

C#

```
public InputAction DragMoveAction
```

See Also

Applies to: InputActionConfiguration30

ForwardMoveAction Field

Specifies the action for moving camera on Z axis (forward/backward).

C#

```
public InputAction ForwardMoveAction
```

See Also

Applies to: InputActionConfiguration30

MousePositionAction Field

Specifies the action that returns the mouse position (cursor). Primarily used for object selection.

C#

```
[Header("Mouse")]
public InputAction MousePositionAction
```

See Also

Applies to: InputActionConfiguration30

MoveAction Field

Specifies the action for moving camera on X and Y axes (left/right, up/down).

C#

```
[Header("Basic Movement")]
public InputAction MoveAction
```

See Also

Applies to: InputActionConfiguration30

ResetCameraAction Field

Specifies the action for reseting camera positon and rotation. Every time spectator is enabled (toggled) the position will be stored and when this is pressed spectator will be returned to the stored position.

C#

```
public InputAction ResetCameraAction
```

See Also

Applies to: InputActionConfiguration30

RotateAction Field

Specifies the action that returns input values for rotation changes.

C#

```
public InputAction RotateAction
```

See Also

Applies to: InputActionConfiguration30

RotateCameraAction Field

Specifies the action that rotates camera based on InputActionsControl.CameraRotationDelta values.

C#

```
public InputAction RotateCameraAction
```

See Also

Applies to: InputActionConfiguration30

SelectAction Field

Specifies the action for selecting an object that is hovered by the mouse.

C#

```
[Header("Selection")]
public InputAction SelectAction
```

See Also

Applies to: InputActionConfiguration30

ToggleAction Field

Specifies the toggle action to enable or disable the spectator.

C#

```
[Header("General")]
public InputAction ToggleAction
```

See Also

Applies to: InputActionConfiguration[30]

ToggleCollisionAction Field

Specifies the action to enable or disable camera collision detection.

C#

```
public InputAction ToggleCollisionAction
```

See Also

Applies to: InputActionConfiguration[30]

ToggleFollowSelectedObjectAction Field

Specifies the action that toggles camera follow option on selected game object.

C#

```
public InputAction ToggleFollowSelectedObjectAction
```

See Also

Applies to: InputActionConfiguration[30]

ZoomDeltaAction Field

Specifies the action for zooming the camera.

C#

```
public InputAction ZoomDeltaAction
```

See Also

Applies to: InputActionConfiguration[30]

Configuration Field

C#

```
new public InputActionConfiguration Configuration
```

See Also

Applies to: InputActionsControl21

_onCameraResetPressed Field

C#

```
private Action _onCameraResetPressed
```

See Also

Applies to: InputActionsControl21

_onCancelSelectionPressed Field

C#

```
private Action _onCancelSelectionPressed
```

See Also

Applies to: InputActionsControl21

_onCenterSelectedObjectPressed Field

C#

```
private Action _onCenterSelectedObjectPressed
```

See Also

Applies to: InputActionsControl21

_onCollisionTogglePressed Field

C#

```
private Action _onCollisionTogglePressed
```

See Also

Applies to: InputActionsControl[21]

_onFollowSelectedObjectPressed Field

C#

```
private Action _onFollowSelectedObjectPressed
```

See Also

Applies to: InputActionsControl[21]

_onSelectActionPressed Field

C#

```
private Action _onSelectActionPressed
```

See Also

Applies to: InputActionsControl[21]

_onTogglePressed Field

C#

```
private Action _onTogglePressed
```

See Also

Applies to: InputActionsControl[21]

InputKeysControl Class

Input control component for old input system that uses **KeyCode**. This component defines actions that can be used for the spectator functionality.

System.Object
  UnityEngine.Object
    UnityEngine.Component
      UnityEngine.Behaviour
        UnityEngine.MonoBehaviour
          Spectator.InputKeysControl

C#

```
public class InputKeysControl : MonoBehaviour,
   IInputControl
```

Requirements

Namespace: Spectator[10]

Properties

CameraRotationDelta[33], DragMovementInput[33], IsBoostActionPressed[33], IsDragActionPressed[34], IsRotateActionPressed[34], MousePosition[34], MovementInput[34], OnCameraResetPressed[34], OnCancelSelectionPressed[35], OnCenterSelectedObjectPressed[35], OnCollisionTogglePressed[35], OnFollowSelectedObjectPressed[35], OnSelectActionPressed[35], OnTogglePressed[36], ZoomDelta[36]

Methods

InvokePressedActions[36], Update[37], UpdateMovementInput[37]

Fields

Configuration[37], _onCameraResetPressed[37], _onCancelSelectionPressed[37], _onCenterSelectedObjectPressed[37], _onCollisionTogglePressed[38], _onFollowSelectedObjectPressed[38], _onSelectActionPressed[38], _onTogglePressed[38]

InputKeysControl.CameraRotationDelta Property

C#

```
public Vector2 CameraRotationDelta {get; private set;}
```

See Also

Applies to: InputKeysControl[32]

InputKeysControl.DragMovementInput Property

C#

```
public Vector2 DragMovementInput {get; private set;}
```

See Also

Applies to: InputKeysControl[32]

InputKeysControl.IsBoostActionPressed Property

C#

```
public bool IsBoostActionPressed {get;}
```

See Also

Applies to: InputKeysControl[32]

InputKeysControl.IsDragActionPressed Property

C#

```
public bool IsDragActionPressed {get;}
```

See Also

Applies to: InputKeysControl$_{32}$

InputKeysControl.IsRotateActionPressed Property

C#

```
public bool IsRotateActionPressed {get;}
```

See Also

Applies to: InputKeysControl$_{32}$

InputKeysControl.MousePosition Property

C#

```
public Vector2 MousePosition {get;}
```

See Also

Applies to: InputKeysControl$_{32}$

InputKeysControl.MovementInput Property

C#

```
public Vector3 MovementInput {get; private set;}
```

See Also

Applies to: InputKeysControl$_{32}$

InputKeysControl.OnCameraResetPressed Property

C#

```
public Action OnCameraResetPressed {get; set;}
```

See Also

Applies to: InputKeysControl32

InputKeysControl.OnCancelSelectionPressed Property

C#

```
public Action OnCancelSelectionPressed {get; set;}
```

See Also

Applies to: InputKeysControl32

InputKeysControl.OnCenterSelectedObjectPressed Property

C#

```
public Action OnCenterSelectedObjectPressed {get; set;}
```

See Also

Applies to: InputKeysControl32

InputKeysControl.OnCollisionTogglePressed Property

C#

```
public Action OnCollisionTogglePressed {get; set;}
```

See Also

Applies to: InputKeysControl32

InputKeysControl.OnFollowSelectedObjectPressed Property

C#

```
public Action OnFollowSelectedObjectPressed {get; set;}
```

See Also

Applies to: InputKeysControl32

InputKeysControl.OnSelectActionPressed Property

C#

```
public Action OnSelectActionPressed {get; set;}
```

See Also

Applies to: InputKeysControl32

InputKeysControl.OnTogglePressed Property

C#

```
public Action OnTogglePressed {get; set;}
```

See Also

Applies to: InputKeysControl32

InputKeysControl.ZoomDelta Property

C#

```
public float ZoomDelta {get;}
```

See Also

Applies to: InputKeysControl32

InputKeysControl.InvokePressedActions Method

C#

```
private void InvokePressedActions()
```

See Also

Applies to: InputKeysControl32

InputKeysControl.Update Method

C#

```
private void Update()
```

See Also

Applies to: InputKeysControl32

InputKeysControl.UpdateMovementInput Method

C#

```
private void UpdateMovementInput()
```

See Also

Applies to: InputKeysControl$_{32}$

Configuration Field

Specifies the key configurations that will be used to control the spectator camera functionality.

C#

```
new public InputKeyConfiguration Configuration
```

See Also

Applies to: InputKeysControl$_{32}$

_onCameraResetPressed Field

C#

```
private Action _onCameraResetPressed
```

See Also

Applies to: InputKeysControl$_{32}$

_onCancelSelectionPressed Field

C#

```
private Action _onCancelSelectionPressed
```

See Also

Applies to: InputKeysControl$_{32}$

_onCenterSelectedObjectPressed Field

C#

```
private Action _onCenterSelectedObjectPressed
```

See Also

Applies to: InputKeysControl$_{32}$

_onCollisionTogglePressed Field

C#

```
private Action _onCollisionTogglePressed
```

See Also

Applies to: InputKeysControl$_{32}$

_onFollowSelectedObjectPressed Field

C#

```
private Action _onFollowSelectedObjectPressed
```

See Also

Applies to: InputKeysControl$_{32}$

_onSelectActionPressed Field

C#

```
private Action _onSelectActionPressed
```

See Also

Applies to: InputKeysControl$_{32}$

_onTogglePressed Field

C#

```
private Action _onTogglePressed
```

See Also

Applies to: InputKeysControl$_{32}$

SpectatorPlayer Class

System.Object
  UnityEngine.Object

UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
Spectator.SpectatorPlayer

C#

```
[RequireComponent(typeof(Rigidbody))]
public class SpectatorPlayer : MonoBehaviour
```

Requirements

Namespace: Spectator[10]

Properties

FollowTarget[39], SelectedObject[49]

Methods

ApplyPositionRestriction[40], Awake[40], BindActions[40], CancelSelection[40], DisableSpectatorLogic[41], EnableSpectator[41], FixedUpdate[41], FocusCameraOnPoint[41], GetCameraPositionChange[42], GetMoveSpeed[42], MoveCamera[42], OnCameraReset[43], OnCancelSelectionPressed[43], OnCenterSelectedObjectPressed[43], OnCollisionTogglePressed[43], OnDisable[43], OnEnable[48], OnFollowSelectedObjectPressed[49], RotateCamera[44], SetFollowTarget[44], SetSelection[45], Start[45], StartFollowing[45], StopFollowing[46], ToggleSpectator[46], UnBindActions[46], UpdateCamera[47], UpdateCollider[47], UpdateRigidBody[47], UpdateSpectatorMovement[47]

Structures

CameraState[48]

Fields

BoostOptions[48], OnEnableToggle[48], OnFollowEnd[49], OnFollowStart[49], OnObjectSelected[49], Options[49], SelectionOptions[49], SpectatorEnabled[50], TargetCamera[50], _collider[50], _cursorInitialState[50], _followEnabled[51], _initialState[51], _inputControl[51], _nextPosition[51], _objectSelector[52], _rigidbody[52], _rotation[52], _userInteractionConnected[52]

SpectatorPlayer.FollowTarget Property

Returns current selected object. If none is selected the collider is null.

C#

```
public Collider FollowTarget {get; private set;}
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.SelectedObject Property

Returns current follow target. If none is being followed the collider is null.

C#

```
public Collider SelectedObject {get; private set;}
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.ApplyPositionRestriction Method

Clamps the position within the **AllowedAreaBounds**.

C#

```
private void ApplyPositionRestriction()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.Awake Method

C#

```
private void Awake()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.BindActions Method

C#

```
private void BindActions()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.CancelSelection Method

Cancels current selection by clearing SelectedObject.

C#

```
public void CancelSelection()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.DisableSpectatorLogic Method

C#

```
private void DisableSpectatorLogic()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.EnableSpectator Method

C#

```
private void EnableSpectator()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.FixedUpdate Method

C#

```
private void FixedUpdate()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.FocusCameraOnPoint Method

C#

```
public void FocusCameraOnPoint(
   Vector3 point,
   float desiredDistance
)
```

Parameters

point

desiredDistance

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.GetCameraPositionChange Method

C#

```
private Vector3 GetCameraPositionChange(
   float delta
)
```

Parameters

delta

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.GetMoveSpeed Method

Returns appropriate speed for normal or boost mode. If boost is enabled and boost key is held down then boost speed will be returned. Otherwise regular speed is returned.

C#

```
private float GetMoveSpeed()
```

Returns

Returns appropriate speed, either boost or regular.

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.MoveCamera Method

Moves the camera position based on input and in case there was any movement while following was enabled, following an object will then be disabled and movement applied.

C#

```
private void MoveCamera()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.OnCameraReset Method

C#

```
private void OnCameraReset()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.OnCancelSelectionPressed Method

C#

```
private void OnCancelSelectionPressed()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.OnCenterSelectedObjectPressed Method

C#

```
private void OnCenterSelectedObjectPressed()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.OnCollisionTogglePressed Method

C#

```
private void OnCollisionTogglePressed()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.OnDisable Method

C#

```
private void OnDisable()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.OnEnable Method

C#

```
private void OnEnable()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.OnFollowSelectedObjectPressed Method

C#

```
private void OnFollowSelectedObjectPressed()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.RotateCamera Method

Updates camera rotation data. Actual rotation happens in the camera update.

C#

```
private void RotateCamera()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.SetFollowTarget Method

If follow is enabled, this functions sets the passed object to be the FollowTarget.

C#

```
public void SetFollowTarget(
   Collider collider
)
```

Parameters

collider
Game object with collider to follow

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.SetSelection Method

If selection is enabled, this functions sets the passed object to be the SelectedObject.

C#

```
public void SetSelection(
   Collider collider
)
```

Parameters

collider
Game object with collider to select

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.Start Method

C#

```
private void Start()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.StartFollowing Method

C#

```
private void StartFollowing(
   Collider collider
)
```

Parameters

collider

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.StopFollowing Method

C#

```
public void StopFollowing()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.ToggleSpectator Method

C#

```
private void ToggleSpectator()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.UnBindActions Method

C#

```
private void UnBindActions()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.UpdateCamera Method

C#

```
private void UpdateCamera()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.UpdateCollider Method

Updates collider by enabling or disabling it based GeneralOptions.CollisionEnabled.

C#

```
private void UpdateCollider()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.UpdateRigidBody Method

C#

```
private void UpdateRigidBody()
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorPlayer.UpdateSpectatorMovement Method

C#

```
private void UpdateSpectatorMovement()
```

See Also

Applies to: SpectatorPlayer[38]

CameraState Structure

Camera state, defines all properties that are manipulated by the SpectatorPlayer. This can be used to save camera state at any given moment.

C#

```
private struct CameraState
```

Requirements

Namespace: Spectator[10]

Fields

Position[48], Rotation[48]

See Also

Applies to: SpectatorPlayer[38]

Position Field

C#

```
public Vector3 Position
```

See Also

Applies to: CameraState[48]

Rotation Field

C#

```
public Quaternion Rotation
```

See Also

Applies to: CameraState[48]

BoostOptions Field

Specifies camera boost options.

C#

```
[Header("Boost")]
new public CameraBoostOptions BoostOptions
```

See Also

Applies to: SpectatorPlayer[38]

OnEnableToggle Field

C#

```
public Action<bool> OnEnableToggle
```

See Also

Applies to: SpectatorPlayer[38]

OnFollowEnd Field

C#

```
public Action<Collider> OnFollowEnd
```

See Also

Applies to: SpectatorPlayer[38]

OnFollowStart Field

C#

```
public Action<Collider> OnFollowStart
```

See Also

Applies to: SpectatorPlayer[38]

OnObjectSelected Field

Action called when object is selected with mouse click.

C#

```
public Action<GameObject> OnObjectSelected
```

See Also

Applies to: SpectatorPlayer[38]

Options Field

Specifies spectators general options.

C#

```
[Header("General")]
new public GeneralOptions Options
```

See Also

Applies to: SpectatorPlayer[38]

SelectionOptions Field

Specifies selection options.

C#

```
[Header("Selection")]
new public SelectionOptions SelectionOptions
```

See Also

Applies to: SpectatorPlayer[38]

SpectatorEnabled Field

Specifies if this component functionality is enabled or not. If this is disabled, all events and actions are ignored except for the **OnTogglePressed**.

C#

```
public bool SpectatorEnabled
```

See Also

Applies to: SpectatorPlayer[38]

TargetCamera Field

Specifies that will be controlled by this component based on user input/actions. By default main camera is selected on Start if this is not set.

C#

```
public Camera TargetCamera
```

See Also

Applies to: SpectatorPlayer[38]

_collider Field

Specifies the collider (optional). In case collider component is present and **EnableCollision** is set to false, then this collider component will be disabled by internal behaviour.

C#

```
private Collider _collider
```

See Also

Applies to: SpectatorPlayer[38]

_cursorInitialState Field

Initial cursor.

C#

```
private CursorLockMode _cursorInitialState
```

See Also

Applies to: SpectatorPlayer[38]

_followEnabled Field

Specifies if the follow feature is enabled.

C#

```
private bool _followEnabled
```

See Also

Applies to: SpectatorPlayer[38]

_initialState Field

Specifies the initial state of the camera saved when camera movement was enabled and player may return to the initial position by triggering action **OnCameraResetPressed**.

C#

```
new private CameraState _initialState
```

See Also

Applies to: SpectatorPlayer[38]

_inputControl Field

Specifies the input control, required for one of the components to implement it in order to use functionality in this class (movement, rotation).

C#

```
private IInputControl _inputControl
```

See Also

Applies to: SpectatorPlayer[38]

_nextPosition Field

Current calculating position that is usually applied to the game objects at the end of update or fixed update and sometimes through the actions directly.

C#

```
new private Vector3 _nextPosition
```

See Also

Applies to: SpectatorPlayer[38]

_objectSelector Field

Helper class for selecting objects in scene.

C#

```
private ObjectSelector _objectSelector
```

See Also

Applies to: SpectatorPlayer[38]

_rigidbody Field

Specifies the rigidbody attached to the game object used for camera movement and collision by using built in physics.

C#

```
private Rigidbody _rigidbody
```

See Also

Applies to: SpectatorPlayer[38]

_rotation Field

Current rotation updated by input.

C#

```
new private Vector2 _rotation
```

See Also

Applies to: SpectatorPlayer[38]

_userInteractionConnected Field

Flag that indicates if the actions callbacks were already bound to the functions.

C#

```
private bool _userInteractionConnected
```

See Also

Applies to: SpectatorPlayer[38]

CameraBoostOptions Structure

Adjustable Options for Camera Boost.

C#

```
[Serializable()]
public struct CameraBoostOptions
```

Requirements

Namespace: Spectator[10]

Constructors

CameraBoostOptions[53]

Fields

BoostSpeed[53], EnableBoost[54]

CameraBoostOptions Constructor

C#

```
public CameraBoostOptions(
   bool enableBoost,
   float boostSpeed
)
```

Parameters

enableBoost

boostSpeed

See Also

Applies to: CameraBoostOptions[53]

BoostSpeed Field

Speed applied when boost key is pressed.

C#

```
public float BoostSpeed
```

See Also

Applies to: CameraBoostOptions[53]

EnableBoost Field

Enables boost options for the camera controls.

C#

```
public bool EnableBoost
```

See Also

Applies to: CameraBoostOptions[53]

GeneralOptions Structure

C#

```
[Serializable()]
public struct GeneralOptions
```

Requirements

Namespace: Spectator[10]

Fields

AllowedAreaBounds[54], CameraSmooth[54], CenterDistance[55], CollisionEnabled[55], CollisionLayerMask[55], InvertZoom[56], LockCursor[56], RequiredRotationTrigger[56], RestrictPosition[56], RotationSpeed[57], Speed[57], ZoomSensitivity[57]

AllowedAreaBounds Field

Specifies the allowed position of the camera. If RestrictPosition is enabled then this is applied otherwise it is ignored.

C#

```
public Bounds AllowedAreaBounds
```

See Also

Applies to: GeneralOptions[54]

CameraSmooth Field

Specifies the camera movement smooth.

C#

```
[Range(0.1f, 15f)]
public float CameraSmooth
```

See Also

Applies to: GeneralOptions[54]

CenterDistance Field

Specifies the distance that the object will be placed at from the centered object. Object is centered when its double clicked or center action is pressed when game object is selected.

C#

```
public float CenterDistance
```

See Also

Applies to: GeneralOptions[54]

CollisionEnabled Field

Specifies if the camera collision is enabled, thus preventing camera from going through objects with colliders.

C#

```
public bool CollisionEnabled
```

See Also

Applies to: GeneralOptions[54]

CollisionLayerMask Field

Specifies the layer mask for collisions used to prevent moving the object when the path detects a collision. It is good to make sure that the player spectator itself does not use a layer that is selected here.

C#

```
public LayerMask CollisionLayerMask
```

See Also

Applies to: GeneralOptions[54]

InvertZoom Field

Specifies if zooming is inverted.

C#

```
public bool InvertZoom
```

See Also

Applies to: GeneralOptions[54]

LockCursor Field

Specifies if the cursor should be locked when spectator is enabled. This can simply be set to false if customised behaviour for cursor is required.

C#

```
public bool LockCursor
```

See Also

Applies to: GeneralOptions[54]

RequiredRotationTrigger Field

Specifies if trigger action needs to be pressed in order to rotate around the camera. If this is set to false, rotation for every frame when **CameraRotationDelta** is not zero.

C#

```
public bool RequiredRotationTrigger
```

See Also

Applies to: GeneralOptions[54]

RestrictPosition Field

Specifies if the position for camera is restricted. If this is set to true AllowedAreaBounds will be used to clamp cameras position.

C#

```
[Header("Permissions")]
public bool RestrictPosition
```

See Also

Applies to: GeneralOptions[54]

RotationSpeed Field

Specifies the speed of camera rotation.

C#

```
public float RotationSpeed
```

See Also

Applies to: GeneralOptions[54]

Speed Field

Specifies the default camera movement speed without the boost.

C#

```
public float Speed
```

See Also

Applies to: GeneralOptions[54]

ZoomSensitivity Field

Specifies zoom sensitivity or rather multiplier.

C#

```
public float ZoomSensitivity
```

See Also

Applies to: GeneralOptions[54]

InputKeyConfiguration Structure

C#

```
[Serializable()]
public struct InputKeyConfiguration
```

Requirements

Namespace: Spectator[10]

Fields

BackwardKey[62], BoostKey[62], CancelSelectionKey[62], CenterSelectedObjectKey[62], DownKey[62], DragAxisX[62], DragAxisY[62], DragCameraKey[62], ForwardKey[62], LeftKey[62], ResetCameraKey[62], RightKey[62],

RotateCameraKey$_{62}$, RotationAxisX$_{62}$, RotationAxisY$_{62}$, SelectKey$_{62}$, ToggleCollisionKey$_{62}$, ToggleFollowSelectedObjectKey$_{62}$, ToggleKey$_{62}$, UpKey$_{62}$

BackwardKey Field

Specifies the key for moving camera backward.

C#

```
public KeyCode BackwardKey
```

See Also

Applies to: InputKeyConfiguration$_{62}$

BoostKey Field

Specifies the key for activating boost speed.

C#

```
public KeyCode BoostKey
```

See Also

Applies to: InputKeyConfiguration$_{62}$

CancelSelectionKey Field

Specifies the key that cancels current selection (deselects object)

C#

```
public KeyCode CancelSelectionKey
```

See Also

Applies to: InputKeyConfiguration$_{62}$

CenterSelectedObjectKey Field

Specifies the key that centers the selected object on screen. This will make camera move towards the object and look at it.

C#

```
public KeyCode CenterSelectedObjectKey
```

See Also

Applies to: InputKeyConfiguration[62]

DownKey Field

Specifies the key for moving camera on Y axis down (decreasing).

C#

```
public KeyCode DownKey
```

See Also

Applies to: InputKeyConfiguration[62]

DragAxisX Field

Specifies the Input axis used for dragging camera on X axis.

C#

```
public string DragAxisX
```

See Also

Applies to: InputKeyConfiguration[62]

DragAxisY Field

Specifies the Input axis used for dragging camera on Y axis.

C#

```
public string DragAxisY
```

See Also

Applies to: InputKeyConfiguration[62]

DragCameraKey Field

C#

```
public KeyCode DragCameraKey
```

See Also

Applies to: InputKeyConfiguration[62]

ForwardKey Field

Specifies the key for moving camera foward.

C#

```
public KeyCode ForwardKey
```

See Also

Applies to: InputKeyConfiguration[62]

LeftKey Field

Specifies the key for moving camera left.

C#

```
public KeyCode LeftKey
```

See Also

Applies to: InputKeyConfiguration[62]

ResetCameraKey Field

Specifies the key for reseting camera positon and rotation. Every time spectator is enabled (toggled) the position will be stored and when this is pressed spectator will be returned to the stored position.

C#

```
public KeyCode ResetCameraKey
```

See Also

Applies to: InputKeyConfiguration[62]

RightKey Field

Specifies the key for moving camera right.

C#

```
public KeyCode RightKey
```

See Also

Applies to: InputKeyConfiguration[62]

RotateCameraKey Field

Specifies the key that rotates camera based on mouse movement around its center.

C#

```
public KeyCode RotateCameraKey
```

See Also

Applies to: InputKeyConfiguration62

RotationAxisX Field

Specifies the string/name of the Input read for rotating camera on X axis.

C#

```
public string RotationAxisX
```

See Also

Applies to: InputKeyConfiguration62

RotationAxisY Field

Specifies the string/name of the Input read for rotating camera on Y axis.

C#

```
public string RotationAxisY
```

See Also

Applies to: InputKeyConfiguration62

SelectKey Field

Specifies the key for selecting an object that is hovered by the mouse.

C#

```
[Header("Selection")]
public KeyCode SelectKey
```

See Also

Applies to: InputKeyConfiguration62

ToggleCollisionKey Field

Specifies the key to enable or disable camera collision detection.

C#

```
public KeyCode ToggleCollisionKey
```

See Also

Applies to: InputKeyConfiguration[62]

ToggleFollowSelectedObjectKey Field

Specifies the key that toggles camera follow option on selected game object.

C#

```
public KeyCode ToggleFollowSelectedObjectKey
```

See Also

Applies to: InputKeyConfiguration[62]

ToggleKey Field

Specifies the toggle key to enable or disable the spectator.

C#

```
[Header("General")]
public KeyCode ToggleKey
```

See Also

Applies to: InputKeyConfiguration[62]

UpKey Field

Specifies the key for moving camera on Y axis up (increasing).

C#

```
[Header("Basic Movement")]
public KeyCode UpKey
```

See Also

Applies to: InputKeyConfiguration[62]

SelectionOptions Structure

C#

```
[Serializable()]
public struct SelectionOptions
```

Requirements

Namespace: Spectator[10]

Fields

DoubleClickEnabled[63], Enabled[63], LayerMask[63], MaxSelectDistance[64]

DoubleClickEnabled Field

Specifies if clicking twice on the same object triggers object centering.

C#

```
public bool DoubleClickEnabled
```

See Also

Applies to: SelectionOptions[63]

Enabled Field

Specifies if selection by clicking an object is enabled. If this is enabled LayerMask mask will be used to detect any clickable objects where the cursor is.

C#

```
public bool Enabled
```

See Also

Applies to: SelectionOptions[63]

LayerMask Field

Specifies selectable layers for selection click.

C#

```
public LayerMask LayerMask
```

See Also

Applies to: SelectionOptions[63]

MaxSelectDistance Field

Specifies maximal detection distance for selection click.

C#

```
public float MaxSelectDistance
```

See Also

Applies to: SelectionOptions[63]

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