

# PHOTO CAMERA SYSTEM

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## GENERAL

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It is a system that allows you to take photos and view the captured photos in the game. It is very easy to use.

With this asset;

- Your character in the game will be able to take photos and save them.
- This asset also has a gallery system. The player can view all the photos he took.
- You can zoom in or out with the mouse scroll while taking a photo.
- In the Gallery system, the captured photos can be deleted.

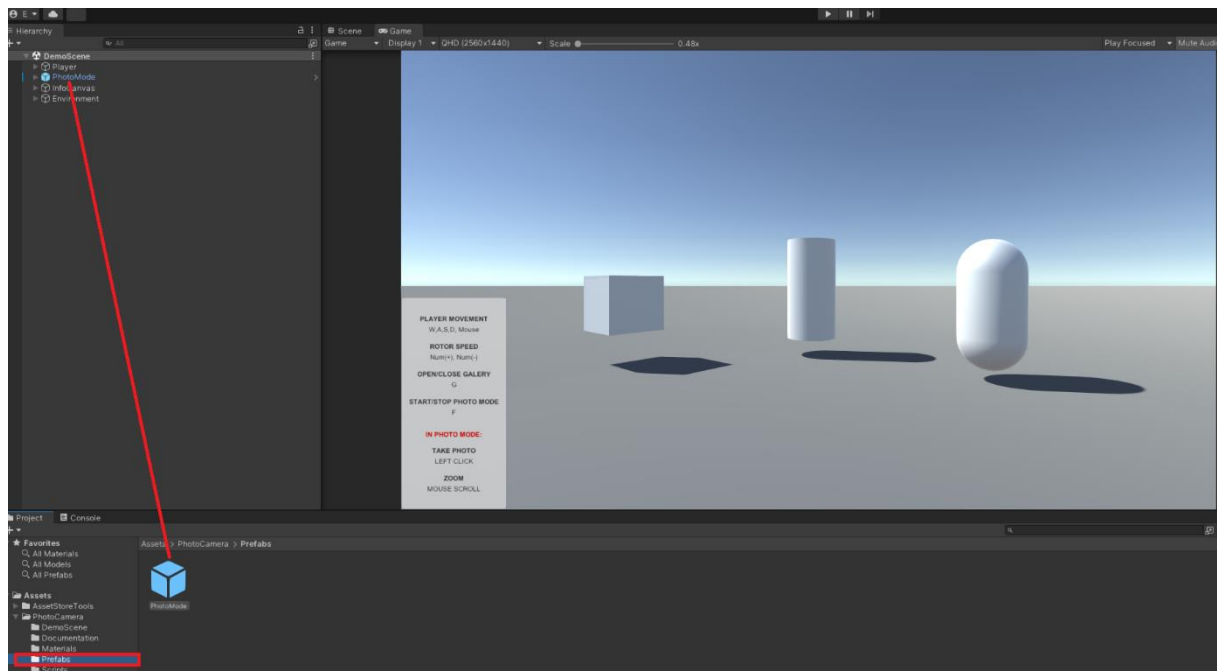
This package includes the demo scene and content shown in the video.

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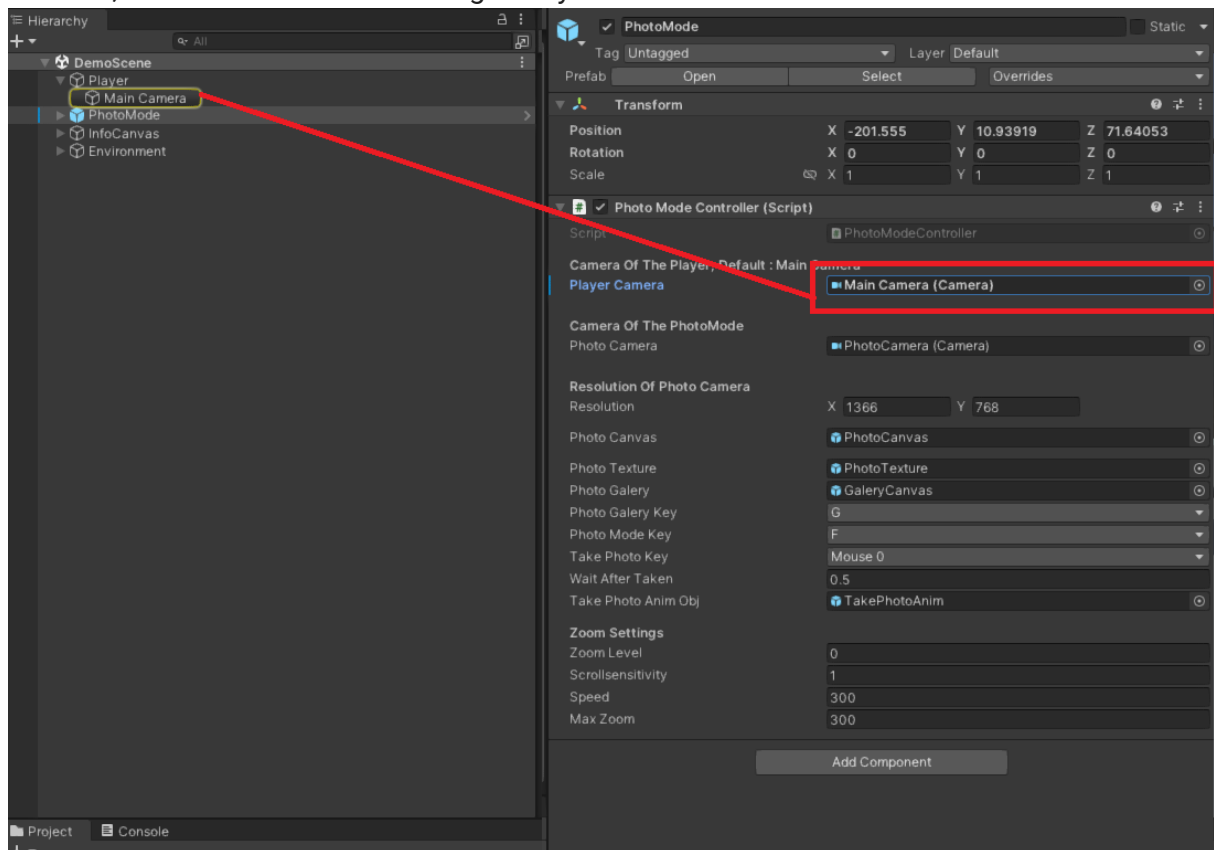
## USAGE

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To use it, all you have to do is move the "photomode" prefab in the prefabs folder to the scene :

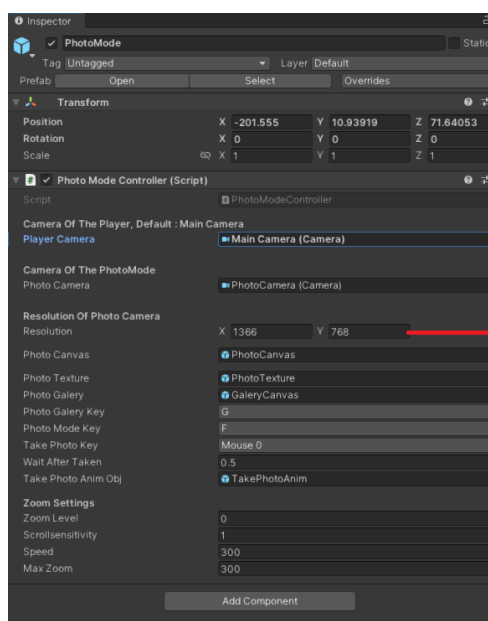


Then assign the player camera by the "photo mode controller" in the prefab. If no assignment is made, "Main Camera" will be assigned by default:



Customizations; with "photo mode controller":

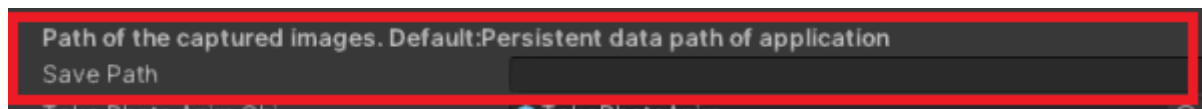
- You can change the resolution of the camera. Higher resolution means better quality, but higher size.
- You can change the key assignments.
- You can change the zoom settings.



Customizations; with "photo mode controller":

- You can change the resolution of the camera. Higher resolution means better quality, but higher size.
- You can change the key assignments.
- You can change the zoom settings.

### Important Note:



The save path is "Persistan data path" by default. The reason for choosing this path is that write permission is given to this path by the system by default. If you change this path, make sure it is a path with write permissions.