



VIZARION SOFTWARE

Virtual Tour Fly Camera

Features

Slightly move your camera to position, or the transform, with ability to set up the translation speed, and use different types of callbacks for all movement cycle!

Use cases

Want to do a virtual tour app? This may be something you need. Use our camera, and call movement functions, on places of interest in your app, to slightly move a cam to that position.

Need to slightly change an app view? For instance, fly upper and look on the scene from the top to bottom, or any other side? Use our camera, and call just 1 function.

Want to have cool camera, that can change its position, and support callbacks for every step it does? Use our camera.

Use our camera!

Easy integration

Drop a prefab, and call the function!

Platforms

Works for all platforms!

Support

For support or to report a bug, please contact us with:

<http://vizarion.com>

Email: <mailto:contact@vizarion.com>

Twitter: https://twitter.com/vizarion_soft

Versions history

Version	Changeset
1.0	<ul style="list-style-type: none">Initial release

Getting Started

Flying tour camera is a really easy in use plugin. Please, follow further instructions, to setup your plugin correctly.

- 1) Open Prefabs Folder and find there **FlyCam** prefab. Drag and drop it to your scene.
OR. Add **FlyingCam** script to your camera object.
- 2) Ensure that Animation Curve is chosen, and the speed is not equal to 0, to make your camera available to fly.
- 3) Call one of the functions from API section.
- 4) Enjoy fancy flying camera in your app!

API

Methods

FlyFromTo(**Vector3** toPos, **Quaternion** toRot)

Move camera with default speed to position and rotation.

FlyFromTo(**Transform** to)

Move camera with default speed to transform.

FlyFromTo(**Vector3** toPos, **Quaternion** toRot, **float** speed)

Move camera with passed speed, to passed position, rotation.
Speed is set only for this particular transition. For constant change use FlySpeed property

FlyFromTo(Transform to, float speed)

Move camera with passed speed, to passed transform.
Speed is set only for this particular transition. For constant change use FlySpeed property

FlyFromTo(Vector3 toPos, Quaternion toRot, Action onComplete)

Move camera to passed position, rotation, and call onComplete action when camera will reach destination.

FlyFromTo(Transform to, Action onComplete)

Move camera to passed transform, and call onComplete action when camera will reach destination.

FlyFromTo(Vector3 toPos, Quaternion toRot, float speed, Action onComplete)

Move camera to passed position, rotation, with the speed set in param, and call onComplete action when camera will reach destination.
Speed is set only for this particular transition. For constant change use FlySpeed property

FlyFromTo(Transform to, float speed, Action onComplete)

Move camera to transform, with the speed set in param, and call onComplete action when camera will reach destination.
Speed is set only for this particular transition. For constant change use FlySpeed property

AbortFlight(Transform to)

Immediately stop the translation and jump to start location. Removes non-event callback if it was set during the translation.
NOTE: Available to use only during the flight.

Public Properties

FlySpeed

The speed of camera to reach destination.

Editable Fields

AnimationCurve

Set proper animation curve, to make your camera movement non-linear. We like animation curves, and hope you would like them to!

FlySpeed

The same as the property above.

Events and Callbacks

OnFlyStart()

An event that is raised when translation has just started.

OnFly()

An event that is raised during the translation of the cam.

OnFlyEnd()

An event that is raised when the translation is complete.

_onFlyCompleteAction()

Don't want to sign to event? Want to call a simple 1-time action when camera will come to the point? Use this action.

Note: this action is only available to assign through following methods:

FlyFromTo(Vector3 toPos, Quaternion toRot, float speed, Action onComplete)

FlyFromTo(Vector3 toPos, Quaternion toRot, Action onComplete)