

P3dDragPitchYaw

This component adds basic Pitch/Yaw controls to the current GameObject using mouse or touch input. This requires the P3dInputManager to be in your scene.

pitch

The target pitch angle in degrees.

pitchSensitivity

The speed the pitch changed relative to the mouse/finger drag distance.

pitchMin

The minimum value of the pitch value.

pitchMax

The maximum value of the pitch value.

yaw

The target yaw angle in degrees.

yawSensitivity

The speed the yaw changed relative to the mouse/finger drag distance.

dampening

How quickly the rotation transitions from the current to the target value (-1 = instant).

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