dossamer

ULTIMATE PAN SCROLL ZOOM V1.0.0

DOCUMENTATION

SUPPORT INFO

contact@dossamer.io

GETTING STARTED

YouTube Tutorials

- Quickstart
- Full walkthrough

Basic Setup

- Import LeanTween into your project if you want camera easing
- Add **PanZoomBehavior** to your camera
- For easing, add **PanZoomEasingBehavior**
- Customize the axes settings to your liking

Note about 3rd-Party Libraries

- If you won't be making use of LeanTween or Rewired functionality, you must **delete** the **third-party dependent** folder
- Your project **will not build** if you don't do this

PUBLIC METHODS

`public float GetClampedCameraSize(float size)`	Returns the passed value, but clamped to the minimum and maximum orthographic camera sizes.
`public float GetClampedCameraFOV(float size)`	Returns the passed value, but clamped to the minimum and maximum perspective camera field of views.
`public bool IsPanning { get; protected set; }`	Returns the panning status of the camera.
`public event EventHandler PanStarted;`	An event which fires when the controller begins a pan.
`public event EventHandler PanEnded;`	An event which fires when the controller ends a pan.

`public float GetMinForwardDistFromTarget()`	Returns how close camera is allowed to get near target.
`public GameObject GetFocusTarget()`	Returns the gameobject currently being used in controller calculations.
`public void ReassignTarget(GameObject target)`	Give the camera controller a new target to use as a reference in calculations.
`public bool GetIsAxisEnabled(Axis axis)`	Returns axis state.
`public void SetIsAxisEnabled(Axis axis, bool isEnabled)`	Set an axis state to true or false.
`public float GetForwardDotToFocusTarget()`	Returns magnitude of projected vector from focus to camera onto normal vector of plane intersecting UP & RIGHT axes
`public float GetForwardDotToFocusTarget(Vector3 position)`	Returns magnitude of projected vector from focus to passed position onto normal vector of plane intersecting UP & RIGHT axes