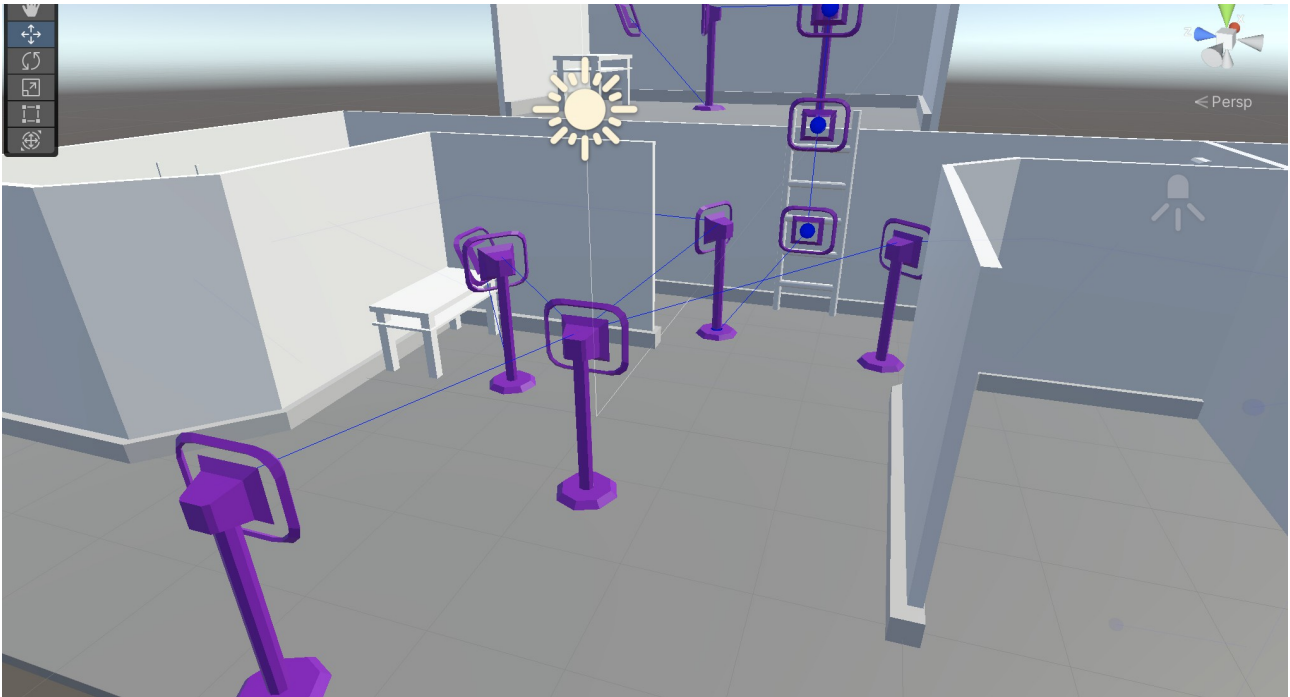# Point Click Camera system 1.0
For Unity
by Edwin Moewis

Intro

The Point Click Camera system is used to easily navigate trough 3D space. This tool can be very helpfull and usefull when creating an adventure game for example. The system is very simple to setup. You can also use the Point Click Cam Editor to speed up your proces building the navigation in your levels.

Key features
- Navigate easily trough 3D space in your Unity scene
- Supports full customization
- Back button
- Path functionality
- Prefabs
- Demo scene
- Mobile device friendly

The package contains a few other cool stuff
- Keycard pickup
- Door with keycard entrance
- and more

Set up the system
Install the package, make a new scene or open an existing scene.

Setting up the manager (required)
  • Place an Empty GameObject
  • Attach the PointClickCamManager script to it

Setting up the first cam
  • Place one PointClickCam. Make this the start position.
  • In the manager, assign this PointClickCam to the General Settings | Start Position.

Setting up more PointClickCam's
You can add more PointClickCam's by adding them menually. If set manually, you have to setup the 'BackModel' for each PointClickCam.
You can also do this automatically when using the editor.

Adding PointClickCam's with the editor
The package contains an built in Editor. From the editor you can easily add more cam's and they are automatically linked to each other.

PointClickManager.cs
This unit is needed to get the system working. Only one is needed in a scene.

General Settings
public GameObject StartPosition;
Use this property to setup a start position for your game. In the awake method, the main camera is set to this position.

public float animationSpeed = 3.0f;
This controls the speed of the animation between to PointClickCam objects.

public bool debugMode;
If debugmode is set, the camera has only 1 position all the time. Instead of moving the main camera you see a shape moving between the PointClickCams. The position for the Camera is set in the debug settings.

Debug Settings
public bool debugShowCams = false;
If set, all pointclickcams are visible.

public GameObject debugCamPosition;
If debugmode is set, the maincamera is potitioned on this point. It always stays there.

public GameObject debugPlayer;
This represents the object traveling trough the PointClickCams.

public GameObject backButton;
This property holds the GUI panel containing the back button (GUI).
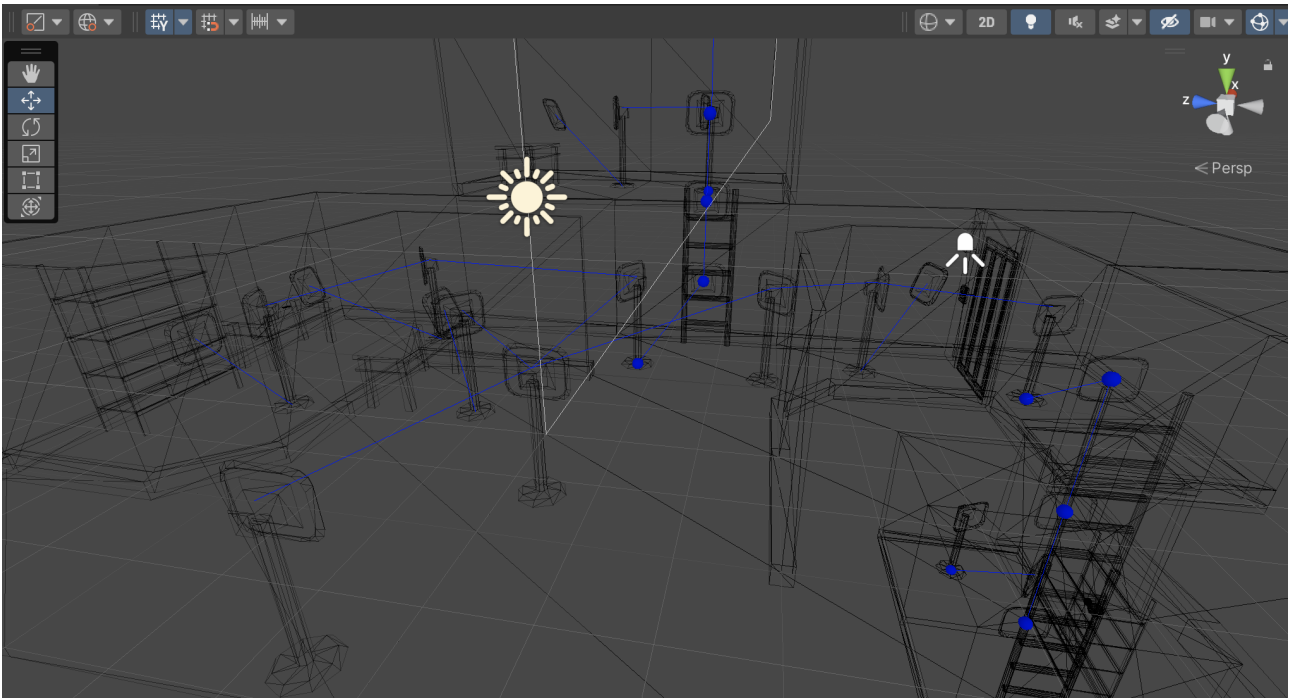
Free look settings
public float mouseSensitivity = 400f;
If freelook is active, this sets the mouse sensitivity.
Note; the free look function only rotates -30 / +30 on the y axis. This can be changed however.

public bool FreeLookActive = false;
This setting cannot be used manual and is set bij the actual PointClickCams.

PointClickCam.cs

public GameObject Model;
This holds the gameobject with the model itself.

public GameObject backModel;
This property is used for the player to know which cam to go when clicking the back button or backspace key.

public GameObject[] GroupAnimation;
You can setup a collection of other PointClickCams. If set, when the player clicks this PointClickCam, the engine automatically goes to the next PointClickCam, up and untill the last PointClickCam in the array.

public bool FreeView;
If set, the player can freely rotate the camera on Y axis. This can be done for a max of 30 degrees in both ways.

public float PositionOffsetY = 1.5;
It is possible to offset the Y position for the camera relative to the PointClickCam object. Default is set to 1.5

Integrated editor
In Unity go to Windows and select the PointClickEditor. The editor is used to speed up your work.

- Place one PointClickCam in your project and place it where you want.
- Select the object and then use the Editor to generate new cams.
- From the Editor, most properties are set automatically. Use the 'Extend' buttons to expend your cams in the direction you want.
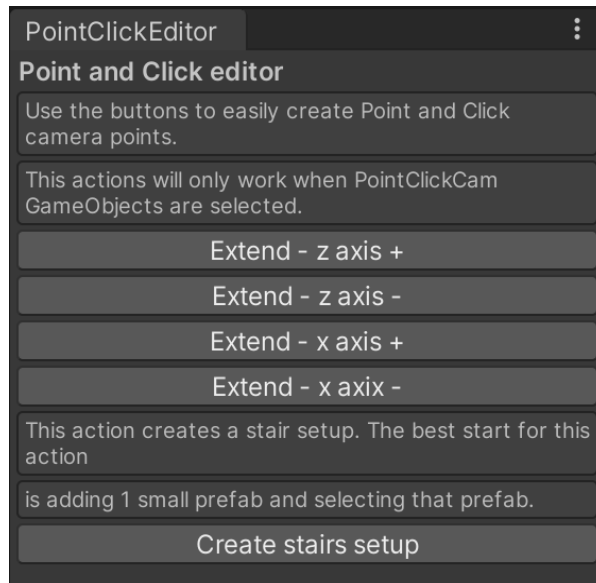
It is also possible to create a stair setup.
This will create 3 new cams and align them and automatically setup the automated properties.

Extras
The package contains a few other cool stuff, as seen in the demo scene.

Known issues
The following issues are known:

- Add PointClickCam via editor sometimes not working properly
- Add PointClickCam Stairs via editor sometimes not working properly

Changelog

Version	Date	Log
1.0	March 2023	Initial PointClickCam release

Credits
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