Strategy Camera Lite

Documentation

V 1.0

Vanamerax

Introduction

Thank you for downloading Strategy Camera Lite!

This document contains overview information and documentation on how to use and extend this asset. If you have any further questions, feedback or suggestions, feel free to contact me on the Unity Forums (@Vanamerax) or contact me via email: contact@vanamerax.com

Don't forget to check out my other assets on my Asset Store Publisher Page.

Getting Started

This asset aims to be a designer- and programmer-friendly way to quickly setup a god-like orbiting camera in games. Simply drag & drop the 'Strategy Camera' prefab located under 'StrategyCameraLite/Prefabs' into your scene, make sure no other cameras are present in your scene and click play. The prefab default setup is ready to go and configured in a compatible way with the default project input manager settings.

Inspector settings

This section will explain each setting that can be adjusted in the inspector. The strategy camera settings are divided up into 3 main section:
- Mouse orbiting
- Movement
- Zooming

Each section is then divided into 3 sub sections:
- Input settings
- Speeds
- Limits

Mouse orbiting settings

This section contains all settings that apply to rotating the camera around its focus point by moving the mouse on the screen.

Orbiting input settings

Horizontal Orbiting Axis	Input manager axis name to use for horizontal orbiting.
Vertical Orbiting Axis	Input manager axis name to use for vertical orbiting.
Orbiting Mouse Button	The mouse button to use for orbiting. This button must be held down in order to rotate the camera around its focus point.
Invert Horizontal	Whether to invert the **horizontal orbiting axis**.
Invert Vertical	Whether to invert the **vertical orbiting axis**.

Orbiting Speeds

Horizontal Rotate Speed	The speed at which to rotate horizontally.
Vertical Rotate Speed	The speed at which to rotate vertically.

Orbiting Limits

Max Vertical Angle	The minimum vertical rotation angle.
Min Vertical Angle	The maximum vertical rotation angle.

Movement settings

This section contains all settings that apply to moving the camera focus point either by keyboard input or by dragging the mouse over the screen.

Movement input settings

Movement Forward Axis	Input manager axis name to use for
Movement Sideways Axis	Input manager axis name to use for
Fast Speed Key	Input key to use for fast speed mode.
Allow Mouse Dragging	Whether to enable mouse dragging.
Dragging Mouse Button	The mouse button to use for mouse dragging. Only applicable if **Allow Mouse Dragging** is enabled.
Invert Dragging	Whether to invert the mouse dragging direction. Only applicable if **Allow Mouse Dragging** is enabled.

Movement speeds

Movement Speed	The base movement speed in m/s.
Fast Movement Multiplier	By how much the base movement speed is multiplied during fast speed mode. A value of 2 means twice as fast as the base movement speed.
Dragging Speed	The movement speed while mouse dragging.

Movement limits

Constrain Position	Whether to limit the camera focus point position.
Min Position	The minimum position in world space. Must be smaller than **Max Position**.
Max Position	The maximum position in world space. Must be greater than **Min Position**.

Zooming settings

This section contains all settings that apply to zooming by using the mouse scroll wheel.

Zooming input settings

Input Axis Zoom	Input manager axis name to use for zooming.
Invert Zooming	Whether to invert the zooming axis.

Zooming speeds

Zoom Speed	The sensitivity of the zooming input. Higher value means faster zooming. Must be greater than 0.
Zoom Interpolation Speed	The speed at which zoom changes are interpolated. Higher value means faster response, lower value means smoother motion. Must be 0 or greater.

Zooming limits

Min Zoom Distance	Minimum distance the camera can be zoomed in to the focus point. Must be greater than 0.
Max Zoom Distance	Maximum distance the camera can be zoomed out from the focus point. Must be greater than Min Zoom Distance.
Prevent Clipping	Whether to enable the clipping prevention feature. When enabled, the camera will raycast from its position and restrict camera zooming such that the camera cannot be zoomed into an object surface.
Clipping Distance	The distance to limit the camera zoom to, measured from the obstacle surface. Only applicable when **Prevent Clipping** is enabled.
Clipping Mask	The layers to check for against clipping. Include the layers which you do not want the camera to clip through. Examples are terrain and buildings. Only applicable when **Prevent Clipping** is enabled.

Closing

Did not find what you were looking for in this document?
If you have any further questions, feedback or suggestions, feel free to contact me on the
Unity Forums (@Vanamerax) or contact me via email: contact@vanamerax.com

If you are satisfied with this product, please leave me a **review** on the asset store page for
this asset. That would help me out a lot!

Don't forget to check out my other assets on my Asset Store Publisher Page.
I offer more products that may be of interest to you. Whether you are creating a (realtime)
strategy, management, business simulation, base- or city-builder game.

Such as **Tycoon Tile**,
which is a tile based terrain solution that supports in-game terrain editing at runtime.

Thank you for using Strategy Camera Lite!