

## Camera

**ScreenToHighPrecisionViewportPoint** Return a high precision viewport point. (0, 0) to (100, 100)

```
Debug.Log(mainCamera.ScreenToHighPrecisionViewportPoint(Input.mousePosition));
```

Return a custom high precision viewport point. (0, 0) to (n, n)

```
Debug.Log(mainCamera.ScreenToHighPrecisionViewportPoint(Input.mousePosition, 100));
```