using System;

using UnityEngine;

namespace UnityStandardAssets.Cameras

{

public abstract class PivotBasedCameraRig : AbstractTargetFollower

{

// This script is designed to be placed on the root object of a camera rig,

// comprising 3 gameobjects, each parented to the next:

// Camera Rig

// Pivot

// Camera

protected Transform m\_Cam; // the transform of the camera

protected Transform m\_Pivot; // the point at which the camera pivots around

protected Vector3 m\_LastTargetPosition;

protected virtual void Awake()

{

// find the camera in the object hierarchy

m\_Cam = GetComponentInChildren<Camera>().transform;

m\_Pivot = m\_Cam.parent;

}

}

}