Airplane race Creator

Link

Garage Camera System

The new Garage Camera System is available in version 1.0.1

The new system makes vehicles visualization more dynamic.

How it works:

The camera moves along a path.

The camera looks at a target during the movement.

By default, the target is placed at the same place the vehicle is spawned.

It is possible to manage the movement of the camera with the GarageCam.cs script attached to GrpCamera object in the Main Menu Scene.

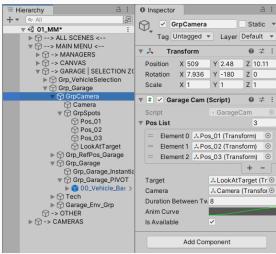
(Hierarchy: Main Menu \rightarrow Garage Selection Zone \rightarrow Grp_Garage _GrpCamera)

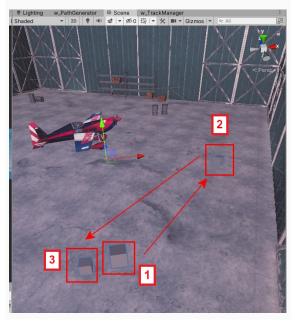
The Camera moves:

- -From the 1st position of PostList to the second position of the list.
- -Then from the 2nd position of PostList to the 3rd position of the list. Etc...

It is possible to add or remove positions.







How to: Add a position in the list

In the Hiearchy select GarageCam.c in the Main Menu Scene.

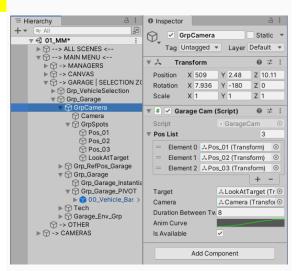
(Hierarchy: Main Menu \rightarrow Garage Selection Zone \rightarrow Grp_Garage \rightarrow _GrpCamera)

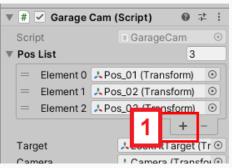
In the Inspector press the + button (spot 1)

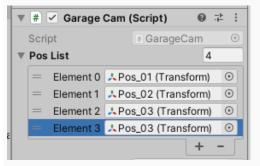
A new slot is created at the end of the list

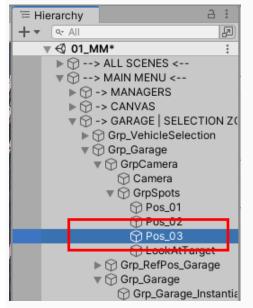
In the Hierarchy select Pos 03.

(Hierarchy: Main Menu \rightarrow Garage Selection Zone \rightarrow Grp_Garage \rightarrow _GrpCamera \rightarrow GrpSpots \rightarrow Pos_03)









Rename the object Pos 04 (spot 1).

Change the Transform to (spot 2): X = -.8 Y = 1.4 Z = 5

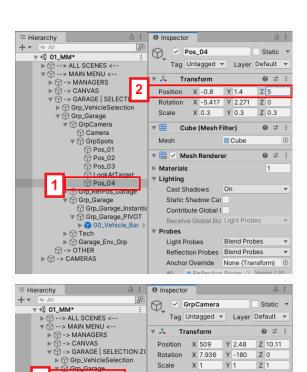
In the Hierarchy select GrpCamera (spot 1). (Hierarchy: Main Menu \rightarrow Garage Selection Zone \rightarrow Grp_Garage \rightarrow grpCamera)

Drag and drop Pos_04 inside the slot Element 3 (spot 2).

How to: Change the object the camera is looking at

In the Hierarchy select GrpCamera (spot 1). (Hierarchy: Main Menu → Garage Selection Zone → Grp Garage → grpCamera)

In the Inspector change the object in slot Target (spot 2)



▼ # ✓ Garage Cam (Script)

Element 2

= Element 0 APos_01 (Transform) ©
= Element 1 APos_02 (Transform) ©

♣ Pos 03 (Transform

∴ Camera (Transfoi

⊙

Elem 3 ∴ Pos_04 (Transform) ⊙

Script

▼ Pos List

Camera

2

0 :

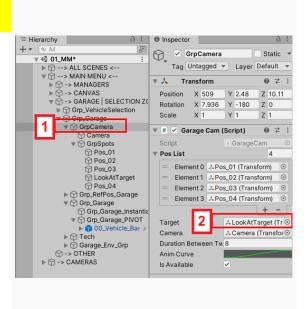
4

▼ 😭 GrpCamera

Pos_01
Pos_02
Pos_03
LookAtTarget
Pos_04

□ Grp_RefPos_Garage
 □ Grp_Garage
 □ Grp_Garage_Instan
 □ Grp_Garage_PIVOT

00 Vehicle Bas

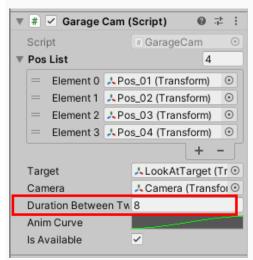


How to: Change the duration to move the camera from one position to another position

In the Hierarchy select GrpCamera (spot 1). (Hierarchy: Main Menu → Garage Selection Zone → Grp_Garage → grpCamera)

≒ Hierarchy a : + ▼ (q- All 图 ▼ 🔇 01_MM* ▶ 分 --> ALL SCENES <---</p> ▼ 分 --> MAIN MENU <--</p> ▶ 分 -> MANAGERS ► 😭 -> CANVAS ▼ 😭 -> GARAGE | SELECTION Z ▶ 分 Grp_VehicleSelection ▼ 分 Grp_Garage 😭 GrpCamera ○ Camera ▼ 分 GrpSpots Pag 01

Change the variable Duration Between Two Points.



How to: Enable or Disable the camera movement.

In the Hierarchy select GrpCamera (spot 1). (Hierarchy: Main Menu \rightarrow Garage Selection Zone \rightarrow Grp_Garage \rightarrow grpCamera)

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≒ Hierarchy

+ ▼ (Q+ All

If IsAvailable is checked: the system is enabled.

If IsAvailable is unchecked: the system is disabled.

