

# 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.

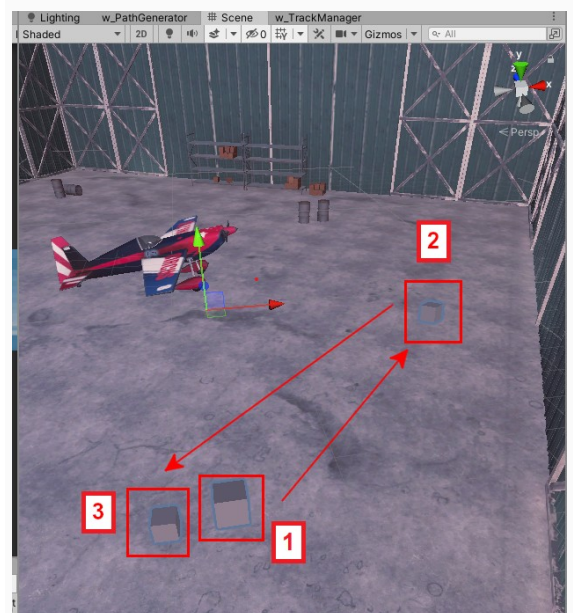
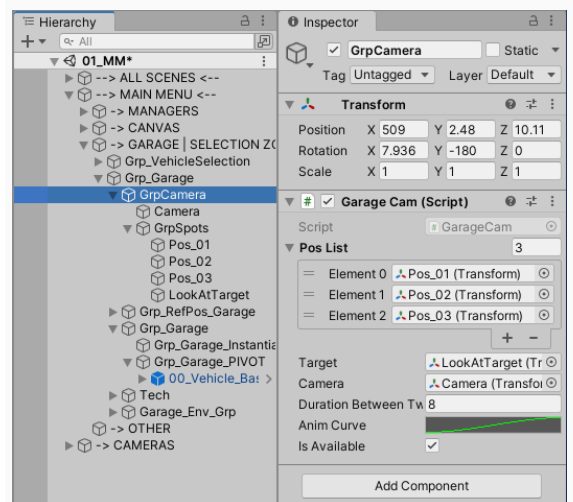
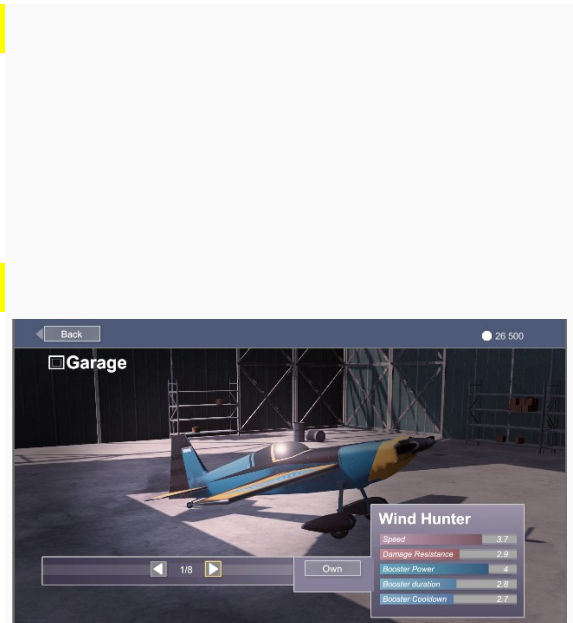
It is possible to manage the movement of the camera with the **GarageCam.cs** script attached to **GrpCamera** object in the Main Menu Scene.

(Hierarchy: Main Menu → Garage Selection Zone → Grp\_Garage \_GrpCamera)

The Camera moves:

- From the 1<sup>st</sup> position of **PostList** to the second position of the list.
- Then from the 2<sup>nd</sup> position of **PostList** to the 3<sup>rd</sup> position of the list.
- Etc...

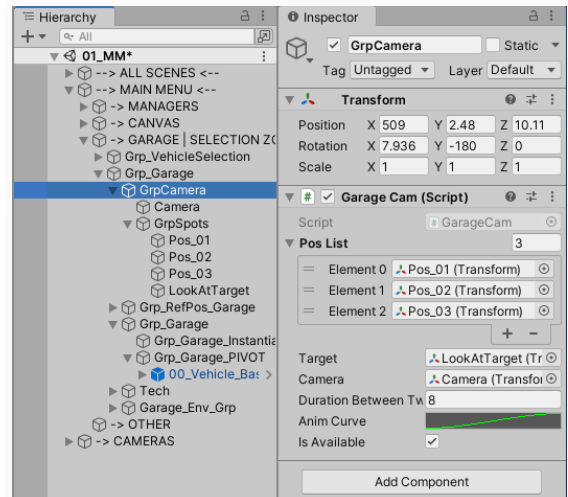
It is possible to add or remove positions.



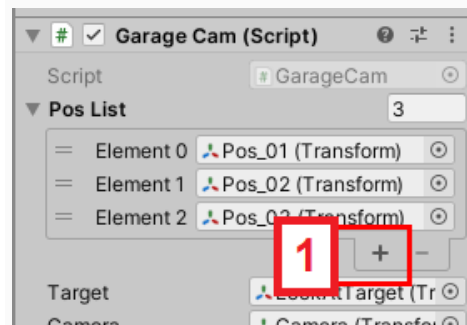
## How to: Add a position in the list

In the Hierarchy select **GarageCam.c** in the Main Menu Scene.

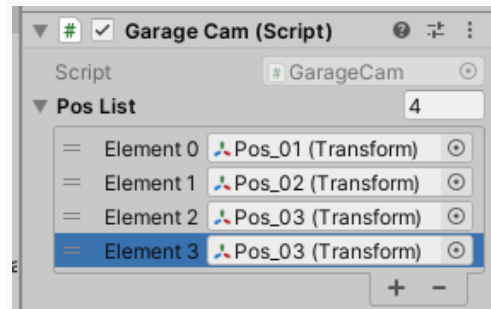
(Hierarchy: Main Menu → Garage Selection Zone → Grp\_Garage → \_GrpCamera)



In the Inspector press the **+** button (spot 1)

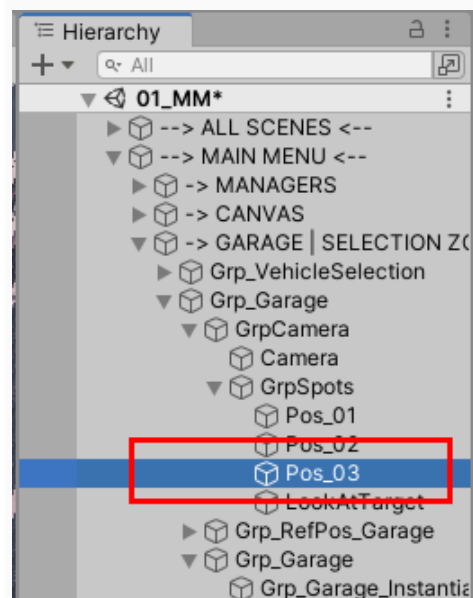


A new slot is created at the end of the list



In the Hierarchy select **Pos\_03**.

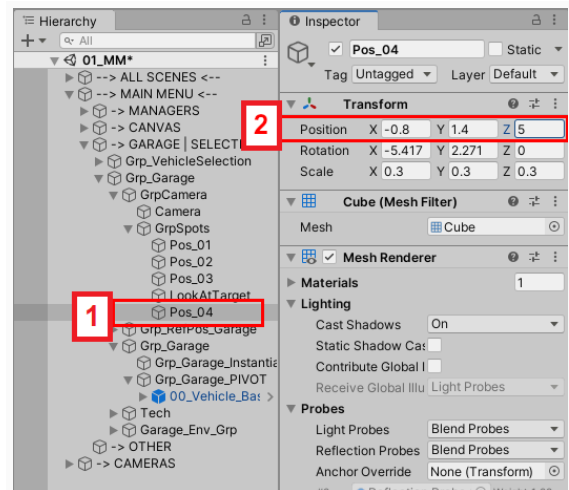
(Hierarchy: Main Menu → Garage Selection Zone → Grp\_Garage → \_GrpCamera → GrpSpots → Pos\_03)



Rename the object **Pos\_04** (spot 1).

Change the Transform to (spot 2):

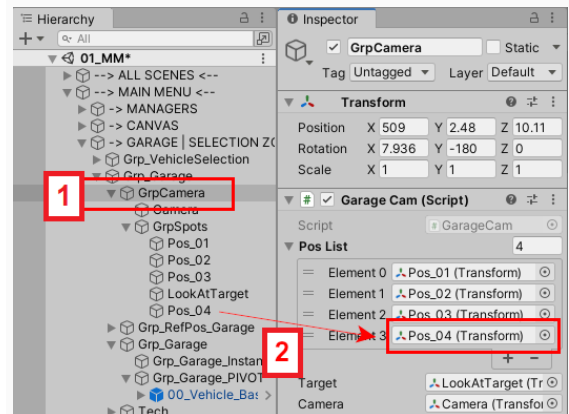
X = -0.8    Y = 1.4    Z = 5



In the Hierarchy select **GrpCamera** (spot 1).

(Hierarchy: Main Menu → Garage Selection Zone → Grp\_Garage → grpCamera)

Drag and drop **Pos\_04** inside the slot **Element 3** (spot 2).

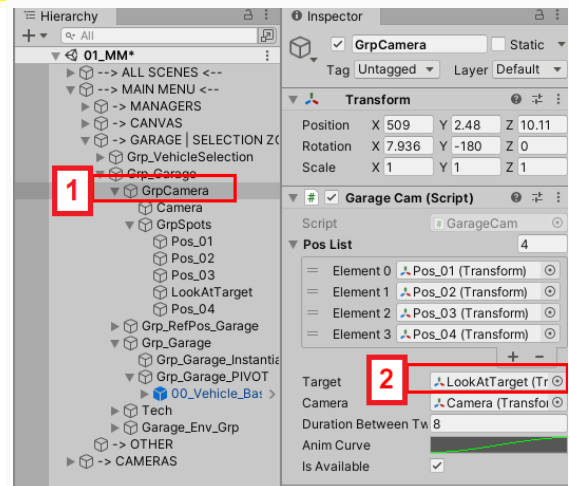


### How to: Change the object the camera is looking at

In the Hierarchy select **GrpCamera** (spot 1).

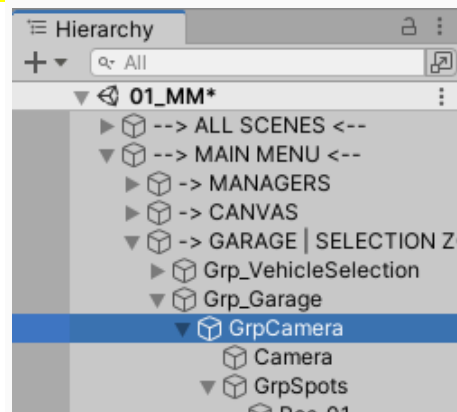
(Hierarchy: Main Menu → Garage Selection Zone → Grp\_Garage → grpCamera)

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

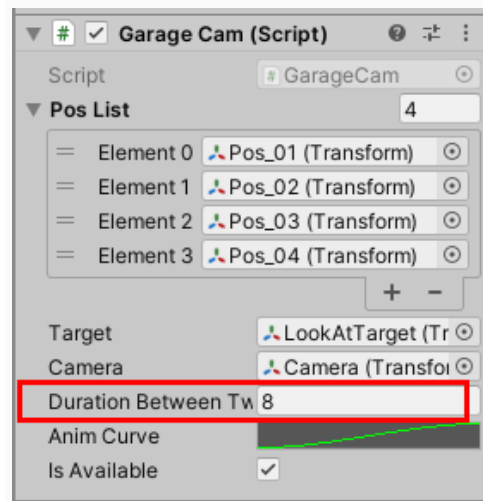


## How to: Change the duration to move the camera from one position to another position

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

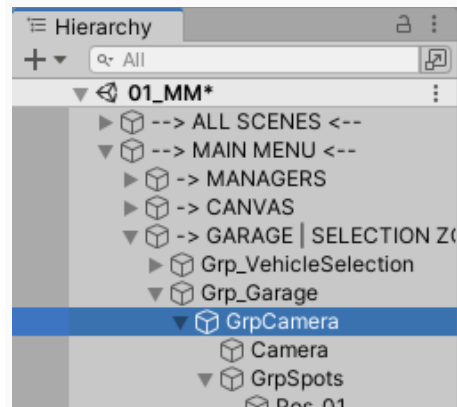


Change the variable **Duration Between Two Points**.



## How to : Enable or Disable the camera movement.

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



If **IsAvailable** is **checked**: the system is enabled.

If **IsAvailable** is **unchecked**: the system is disabled.

