

# Documentation

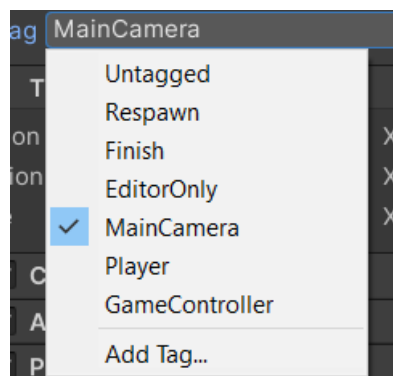
## Editor Camera Pro

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## Initial Setup

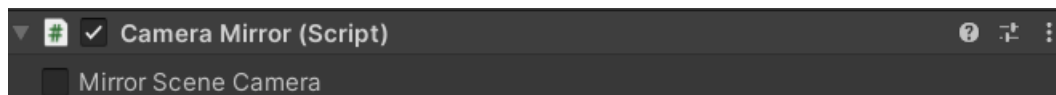
This asset does not require any set up, it automatically does all the set up required and the Camera Mirroring Script is automatically assigned to the Main-Camera. To change main camera, simply change the tag like so:



## Inspector Mode

### Camera Mirror “Camera Linking” (Inspector)

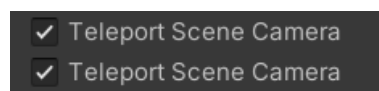
These options can be manipulated from the script or directly from the Editor



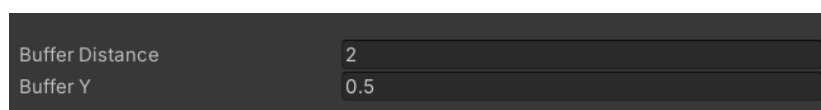
- Mirror Scene Camera: will make your Main-Camera (Game Window) to Copy the transform of the Scene camera (Camera Linking).

### Camera Teleportation (Inspector)

These options can be manipulated from the script or directly from the Editor



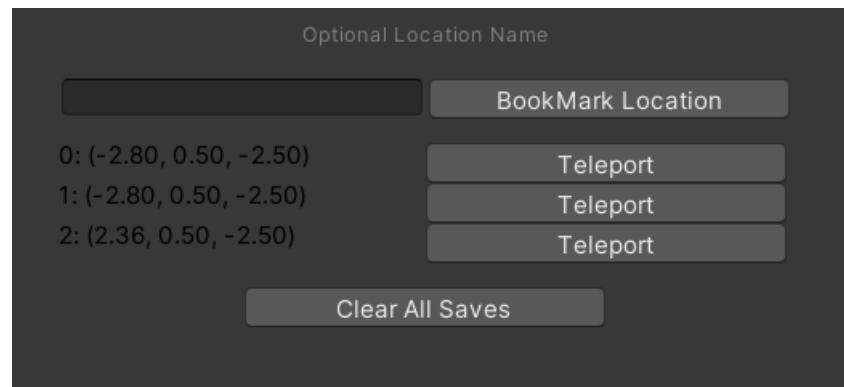
- Teleport Scene Camera: Will teleport Scene camera to the selected object either behind or in front based on settings found in the Scene Window.
- Teleport Main Camera (Game Window): Will teleport Scene camera to the selected object either behind or in front based on settings found in the Scene Window.



- Buffer Distance: how far from the Object you will Teleport
- Buffer Y : Y camera offset

## Main Camera Location & Rotation Saves (Inspector)

While using Mirror Scene Camera Option, you have the ability to save the location of the camera, for which you can teleport to these locations:

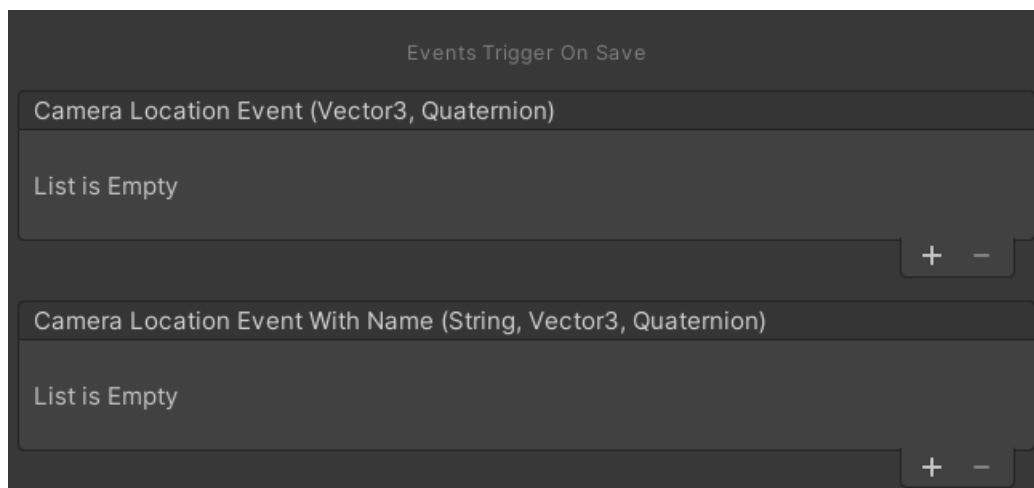


## Location & Rotation Saves Return Events (Inspector)

You can subscribe to these events which will returns;

Event 1: Vector 3 Location & Quaternion Rotation

Event 2: String "Saved Name", Vector 3 Location & Quaternion Rotation



To subscribe to these events, you must have a listening method that has the correct arguments mentioned above.

## Scene Window Mode 2021+

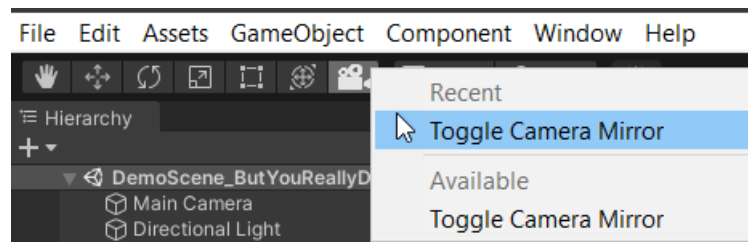


- 1- Camera Linking Mode: Enable and opens Item-4, and also enables Camera Linking
- 2- Enables Front Facing Teleportation Menu Item-10
- 3- Enables Back Facing Teleportation Menu Item-10
- 4- This panel is used For Camera Linking.
- 5- This Button Saves the current position and rotation of the Main Camera (Game Window Camera)
- 6- Delete All Saves
- 7- Link Scene Camera to Main Camera
- 8- Returns Main Camera to last save position (Also disables Linkage), this uses a revolving door method
- 9- Returns Main Camera to post save position (Also disables Linkage), this uses a revolving door method
- 10- This is enabled when item-2 or item-3 is selected

- 11- When item 2 or 3 is selected and item 11 is enabled, the Game camera will teleport to the location facing or behind the selected target
- 12- When item 2 or 3 is selected and item 11 is enabled, the Scene camera will teleport to the location facing or behind the selected target

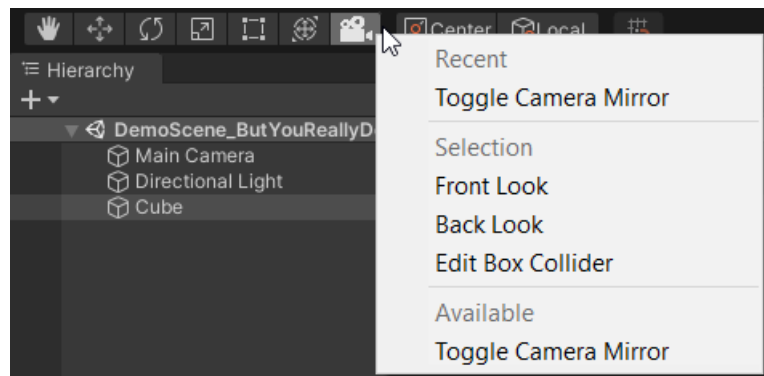
## Scene Window Mode 2022

In 2020 to toggle Linking Mode: you must right Click on the tool bar and select “Toggle Camera Mirror”:



In 2020, to enable Front or Back teleportation: you must right Click on the Tool bar and select either option “Front Look” or “Back Look”:

**Important:** These 2 options are only available once you have selected an item on the scene



## Compatibility

This asset is compatible on all unity versions 2020+

## Bug Reports

This asset is under Active development, we apologize for any inconvenience if you find a bug.

Please submit all bug reports on [Discord](#)

## Support

Support is provided on [Discord](#)

## Appreciation

Special thanks to my mentor: **Steve Smith**

Many thanks!