

# CameraSettingsNode

Namespace : CameraSystem

## Inherits

['Node']

## Description

A Node for the Node Editor Framework that displays and allows editing of a CameraSettings object.

## Definition

```
public class CameraSettingsNode : Node
```

## Members

m\_Settings (CameraSettings)

The CameraSettings object that this node holds.

```
[SerializeField] private CameraSettings m_Settings;
```

## Properties

Settings (CameraSettings)

The CameraSettings object that this node holds.

```
public CameraSettings Settings { get; }
```

## Methods

Draw (void)

- Draws the node in the editor window.

## Arguments

- scale (float)
  - My Arg description

```
public override void Draw(float scale = 1)
```

OnRemove (void)

- Called when the node is removed from the editor window.

```
public override void OnRemove()
```