

CameraLogicGraph

Namespace : **CameraSystem**

Inherits

[‘MonoBehaviour’]

Description

Class to manage camera settings through a graph of nodes.

Definition

```
public class CameraLogicGraph : MonoBehaviour
```

Members

m_LogicCanvas (NodeCanvas)

A NodeCanvas object that contains a graph of nodes representing camera settings logic.

```
[SerializeField] private NodeCanvas m_LogicCanvas;
```

Properties

Methods

GetBool (bool)

- Returns a boolean value associated with a parameter name in the “m_LogicCanvas” graph.

Arguments

- paramName (string)
 - The name of the parameter to get.

```
public bool GetBool(string paramName)
```

SetBool (void)

- Sets a boolean value for a specified parameter name in the “m_LogicCanvas” graph and updates the camera settings if specified.

Arguments

- paramName (string)
 - The name of the parameter to set.

- `value` (bool)
 - The new boolean value to set for the parameter.
- `executeChangeImmed` (bool)
 - Whether to apply the evaluated camera settings immediately. (default -> true)

```
public void SetBool(string paramName, bool value, bool executeChangeImmed = true)
```

```
SetCameraSettingsFromGraph (CameraSettings)
```

- Evaluates the “m_LogicCanvas” graph and sets the camera settings on the attached “CameraController” component.

Arguments

- `blend` (bool)
 - Whether to blend between camera settings or change them immediately. (default -> true)

```
public CameraSettings SetCameraSettingsFromGraph(bool blend = true)
```