

# CameraSettings

Namespace : CameraSystem

## Inherits

['ScriptableObject']

## Description

The CameraSettings class is a scriptable object used to store camera settings for the CameraController class.

## Definition

```
public class CameraSettings : ScriptableObject
```

## Properties

Offset (Vector2)

The Offset property represents the offset of the camera from the target position in the x and y axis.

```
public Vector2 Offset { get; set; }
```

Distance (float)

The Distance property represents the distance of the camera from the target position.

```
public float Distance { get; set; }
```

CameraLerpTime (float)

The CameraLerpTime property represents the time it takes for the camera to interpolate from its current position to the target position.

```
public float CameraLerpTime { get; set; }
```