

Thanks for buying

KILL CAM

1.0

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1.1 Introduction

-kill cam, it is a reliable solution for your game

a functional system that follows the objective and looking if there are more enemies.

features:

- Looking to the target by name
- Look for all the targets by tag
- Smooth motion
- Click and change objective
- Code example of life
- Rotation with the mouse

Functionality:

- when the character / player dies, it instantiates a "Ragdoll" that contains a camera, which seeks the enemy who killed the character / player and continues to see her looking and fills a list with all the enemies with the same tag to follow too.

how to use :

- If you already have a project underway and want to add killcam only to do this:
- if you dying instantiates a ragdoll, at this ragdoll prefabs add a camera if you not have one, and at this camera add the script bl_killcam.cs
- Look in the script examples in the package, how to receive and send the name of the murderer, and then send it to bl_killcam.cs script

Like this:

```
void Death(string Killer)
{
    GameObject DeatBody = Instantiate(m_ragdoll, Camera.main.transform.position,
    Camera.main.transform.rotation) as GameObject;
    bl_KillCam killcam = DeatBody.GetComponent<bl_KillCam>();
    killcam.Send_Target(Killer);
    Destroy(this.gameObject);
}
```

and ready, make sure that no other script this controlling the position and rotation of the camera.

Class List :

-bl_KillCam.cs

```
public Transform target = null;
```

-transform for follow camera

```
public string TagTargets = "";
```

-Enemys Tag for search

```
public float distance = 10.0f;
```

-Distance from target to camera rotation

```
public List<Transform> OtherList = new List<Transform>();
```

-List with all enemys with same tag in scene

```
public string Follow = "";
```

-List with all enemys with same tag in scene

```
public Transform Provide;
```

-in case of target is null, take this transform to follow

```
public float distanceMax = 15f;
```

-maxime distance to target

```
public float distanceMin = 0.5f;
```

-minime distance to target

```
public float xSpeed = 120f;
```

-Horisontal Camera movement speed

```
public float ySpeed = 120f;
```

-Vertical Camera movement speed

```
public float yMaxLimit = 80f;
```

-Maxime vertical camera rotation

```
public float yMinLimit = -20f;
```

-Minime vertical camera rotation

```
public bool Can_See_Other = true;
```

-the camera can observe other enemies than the killer?

```
public bool SmoothMovement = true;
```

-smooth motion enabled?