

CAMERA PLAY

by Vetasoft

DOCUMENTATION

C#

Version 1.0.0

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Introduction

Camera Play is an extension for Unity that allows you to quickly add special camera effects to your C # scripts using only 1 line of code.

Camera Play is a powerful solution for quickly adding special effects to your 2D, 2.5D, and 3D productions.

Give your creations a new dimension. Quickly add a Next-Gen key. Save production time.

For example, you can quickly add bullet impact effects in your scripts with one line of code without animating them manually. Add drops of water to your camera with impressive distortion effects, activate black bands for your cutscenes. All this is possible with Camera Play.

Description:

- For Unity 5 x and up
- For C # only
- 30 completely settable effects
- Also, blood, bullet impact, cutscene effects, etc.
- Impressive water drop effect
- 10 night-vision effects
- 10 "drunk" effects
- Includes source code
- Good compatibility with recent mobile phones
- New effects will be added free-of-charge at each update

To use with Java Script :

CameraPlay was made for c# however, if you need to use the c# library and code in Javascript, you need to set the c# scripts in a specific compilation order. If not, the CameraPlay library won't be found.

For that, you need to Copypast the directory /scripts from CameraPlay to a **/Plugins** directory on the root in order to tell that the CameraPlay library is compiled at first.

After that, you can call the CameraPlay library in JavaScript.

```
cameraplay = gameObject.GetComponent(CameraPlay); //get the c#script  
cameraplay.EarthQuakeShake(2,30, 2);
```

If you need more help, contact us at support@vetasoft.com

Screen Positions:

```
float CameraPlay.PosScreenX(Vector3 pos)  
// Pos = the gameobject position.
```

```
float CameraPlay.PosScreenY(Vector3 pos)  
// Pos = the gameobject position.
```

Return the screen position of a gameobject

Use both code to tell where the GameObject FX will be showed if a specific FX need X and Y coordinate

```
CameraPlay.DropWater(CameraPlay.PosScreenX(this.transform.position),  
                      CameraPlay.PosScreenY(this.transform.position),1,1);
```

Black White

Descriptions

Add a Black & White to the current camera. Turn on or off the FX.

```
CameraPlay.BlackWhite_ON(float time);
```

```
CameraPlay.BlackWhite_OFF(float time);
```

```
CameraPlay.BlackWhite_ON();
```

```
CameraPlay.BlackWhite_OFF();
```

Parameters

Name	Description	Value Description	Default
Time	Set the apparition time in se	1 = 1 Second	0.5 second

Example:

```
CameraPlay.BlackWhite_ON(); // Turn on the Black &  
White FX with a fading-on of 0.5 second (default).
```

```
CameraPlay.BlackWhite_OFF(2.0); // Turn off the  
Black & White FX with a fading-off of 2.0 seconds.
```

Note:

Due to the On/Off system, you can only use 1 Fx at the time.

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

BloodHit

Descriptions

Add a Blood Hit FX to the current camera, and remove it automatically after the animation is end. By default, the timer duration is set to 1 second.

CameraPlay.**BloodHit**(Color **color**, float **Time**, float **dist**);

CameraPlay.**BloodHit**(float **Time**, float **dist**);

CameraPlay.**BloodHit**(float **Time**);

CameraPlay.**BloodHit**();

Parameters

Name	Description	Value Description	Default
X	The x position of the effect.	0 = left side of the screen. 0.5f = center of the screen	0.5
Y	The y position of the effect.	0 = down side of the screen. 0.5f = center of the screen	0.5
Time	Time duration of the effect animation in second.	1 = 1 Second	1 second
SpeedFPS	Set the Speed Frame per second	speed in Frame per second	5 FPS
Color	Set the color	Color in RGBA	By default the color is white

Example:

```
CameraPlay.BloodHit(Color.green, 2f); // Add a blood  
FX in green for 2 seconds
```

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

BLUR

Descriptions

Add a Blur to the current camera, and remove it automatically after the animation is end. By default, the timer duration is set to 3 seconds.

CameraPlay.**Blur**(float **time**);

CameraPlay.**Blur**();

Parameters

Name	Description	Value Description	Default
Time	Time duration of the effect animation in second.	1 = 1 second	3 seconds

Example:

```
CameraPlay.Blur(2); // Add Blur for 2 seconds
```

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

Bullet Hole

Descriptions

Add a Bullet Hole to the current camera, and remove it automatically after the animation is end. By default, the timer duration is set to 1 second.

CameraPlay.**BulletHole**(float **x**, float **y**, float **time**, float **size**);

CameraPlay.**BulletHole**(float **x**, float **y**, float **time**);

CameraPlay.**BulletHole**(float **x**, float **y**);

CameraPlay.**BulletHole**();

Parameters

Name	Description	Value Description	Default
X	The x position of the effect.	0 = left side of the screen. 0.5f = center of the screen	Random Value between 0 to 1
Y	The y position of the effect.	0 = down side of the screen. 0.5f = center of the screen	Random Value between 0 to 1
Time	Time duration of the effect animation in second.	1 = 1 Second	1 second
Size	Size of the Distortion FX	1 = normal 2 = Mul by 2 0.5 = Division by 2	Set to 1

Example:

```
CameraPlay.BulletHole(); // Add a BulletHole effect  
for 4 seconds
```

Note:

CameraPlay.**BulletHole**() : Set a BulletHole randomly on the screen.

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

CHROMATICAL

Descriptions

Add a Chromatical to the current camera, and remove it automatically after the animation is end. By default, the timer duration is set to 3 seconds.

CameraPlay.**Chromatical**(float **time**);

CameraPlay.**Chromatical**();

Parameters

Name	Description	Value Description	Default
Time	Time duration of the effect animation in second.	1 = 1 second	3 seconds

Example:

```
CameraPlay.Chromatical (2); // Add Chromatical for 2 seconds
```

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

Colored

Descriptions

Add a Colored FX to the current camera. Turn on or off the FX.

CameraPlay.**Colored_ON**(Color **color**, float **Time**);

CameraPlay.**Colored_ON**(float **Time**);

CameraPlay.**Colored_ON**(Color **color**);

CameraPlay.**Colored_ON**();

CameraPlay.**Colored_OFF**(Color **color**, float **Time**);

CameraPlay.**Colored_OFF**(float **Time**);

CameraPlay.**Colored_OFF**(Color **color**);

CameraPlay.**Colored_OFF**();

Parameters

Name	Description	Value Description	Default
Time	Time duration of the effect animation in second.	1 = 1 Second	1 second
Color	Set the color	Color in RGBA	By default the color is red

Example:

```
CameraPlay.Colored_ON(8, 1); // Turn on the Colored FX  
with a fading-on of 1 second and the size of 8 pixel  
  
CameraPlay.Colored_OFF(0.5f); // Turn off the Colored  
FX with a fading-on of 0.5 second.
```

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

DROP WATER

Descriptions

Add a Water Drop to the current camera, and remove it automatically after the animation is end. By default, the timer duration is set to 1 second.

CameraPlay.**DropWater**(float **x**, float **y**, float **time**, float **size**);

CameraPlay.**DropWater**(float **x**, float **y**, float **time**);

CameraPlay.**DropWater**(float **x**, float **y**);

CameraPlay.**DropWater**();

Parameters

Name	Description	Value Description	Default
X	The x position of the effect.	0 = left side of the screen. 0.5f = center of the screen	Random Value between 0 to 1
Y	The y position of the effect.	0 = down side of the screen. 0.5f = center of the screen	Random Value between 0 to 1
Time	Time duration of the effect animation in second.	1 = 1 Second	1 second
Size	Size of the Distortion FX	1 = normal / 2 = Mul by 2 / 0.5 = Division by 2	Set to 1

Example:

```
CameraPlay.DropWater(); // Add Drop Water Effect for  
2 seconds
```

Note:

CameraPlay.**DropWater()** : Set a drop water randomly on the screen.

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

Drunk

Descriptions

Add an Drunk FX to the current camera. Turn on or off the FX.

CameraPlay.Drunk_ON(NightVision_Preset **Preset**, float **time**);

CameraPlay.Drunk_ON(NightVision_Preset **Preset**);

CameraPlay.Drunk_ON(float **time**);

CameraPlay.Drunk_ON();

CameraPlay.Drunk_OFF(float **Time**);

CameraPlay.Drunk_OFF();

Parameters

Name	Description	Value Description	Default
Time	Set the time effect in second	1 = 1 Second	1 Second
Drunk_Preset	Drunk vision preselection	See Drunk_Preset	Drunk Default

Drunk_Preset

Name	Value	Description
Default	0	Default Drunk
Drunk_A_Lot	1	Drunk a lot !

Drunk_Vodka	2	Drunk Vodka like
Drunk_Poison	3	Drunk poison or green liquid
Drunk_Yellow	4	Drunk yellow
Drunk_Dark	5	Drunk dark vision or dark magic
Drunk_Cold	6	Drunk cold
Drunk_Burn	7	Drunk burn
Drunk_Blood	8	Drunk blood
Drunk_To_Much	9	Drunk to much !

Example:

```
CameraPlay.Drunk_ON(3); // Turn on the Drunk FX with
a fading-on of 1 second and the size of 8 pixel
```

```
CameraPlay.Drunk_OFF(2); // Turn off the Drunk FX
with a fading-on of 0.5 second.
```

Note:

Due to the On/Off system, you can only use 1 Fx at the time.

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

Fade

Descriptions

Add a Fade FX to the current camera. Turn on or off the FX.

```
CameraPlay.Fade_ON(Color col, float time);
```

```
CameraPlay.Fade_ON(float time);
```

```
CameraPlay.Fade_ON(Color col);
```

```
CameraPlay.Fade_ON();
```

```
CameraPlay.Fade_OFF(Color col, float time);
```

```
CameraPlay.Fade_OFF(float time);
```

```
CameraPlay.Fade_OFF(Color col);
```

```
CameraPlay.Fade_OFF();
```

Parameters

Name	Description	Value Description	Default
Time	Set the apparition time in second	1 = 1 Second	0.5 second
Color	Set the color of the wide screen	Set the color in RGBA	The color by default is red

Example:

```
CameraPlay.Fade_ON(1); // Turn on the Fade FX
```

with a fading-on of 1 second.

```
CameraPlay.Fade_OFF(0.5f); // Turn off the Fade  
FX with a fading-on of 0.5 second.
```

Note:

Due to the On/Off system, you can only use 1 Fx at the time.

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

Fish Eye

Descriptions

Add a Fish Eye to the current camera, and remove it automatically after the animation is end. By default, the timer duration is set to 1 second.

CameraPlay.**FishEye**(float **x**, float **y**, float **time**, float **size**);

CameraPlay.**FishEye**(float **x**, float **y**, float **time**);

CameraPlay.**FishEye**(float **x**, float **y**);

CameraPlay.**FishEye**();

Parameters

Name	Description	Value Description	Default
X	The x position of the effect.	0 = left side of the screen. 0.5f = center of the screen	Random Value between 0 to 1
Y	The y position of the effect.	0 = down side of the screen. 0.5f = center of the screen	Random Value between 0 to 1
Time	Time duration of the effect animation in second.	1 = 1 Second	1 second
Size	Size of the Distortion FX	1 = normal 2 = Mul by 2 0.5 = Division by 2	Set to 1

Example:

```
CameraPlay.FishEye(); // Add Fish Eye Effect for 2 seconds
```

Note:

CameraPlay.**FishEye()** : Set a Fish Eye randomly on the screen.

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

Flash Light

Descriptions

Add a FlashLight to the current camera, and remove it automatically after the animation is end. By default, the timer duration is set to 1 second.

CameraPlay.**FlashLight**(Color **color**, float **time**);

CameraPlay.**FlashLight**(float **time**);

CameraPlay.**FlashLight**(Color **color**);

CameraPlay.**FlashLight**();

Parameters

Name	Description	Value Description	Default
Time	Time duration of the effect animation in second.	1 = 1 Second	1 second
Color	Set the color	Color in RGBA	By default the color is white

Example:

```
CameraPlay.FlashLight(Color.blue); // Add FlashLight  
Effect for 1 second with the color blue
```

Note:

`CameraPlay.FlashLight()` : Set a FlashLight randomly on the screen.

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

Fly Vision

Descriptions

Add a FlyVision to the current camera. Turn on or off the FX.

CameraPlay.FlyVision_ON(float **Time**, float **Zoom**, float **distortion**)

CameraPlay.FlyVision_ON(float **Time**, float **Zoom**)

CameraPlay.FlyVision_ON(float **Time**)

CameraPlay.FlyVision_ON()

CameraPlay.FlyVision_OFF(float **Time**, float **Zoom**, float **distortion**)

CameraPlay.FlyVision_OFF();

CameraPlay.FlyVision_OFF(float **Time**);

Parameters

Name	Description	Value Description	Default
Time	Set the time effect in second	1 = 1 Second	1 Second
Distortion	Set the distorsion	1 = Normal	1
Zoom	Set the zoom value	0.2 = Normal	0.2

Example:

```
CameraPlay.FlyVision_ON(1); // Turn on the Fly Vision  
FX with a fading-on of 1 second.
```

```
CameraPlay.FlyVision_OFF(0.5f); // Turn off the Fly  
Vision FX with a fading-on of 0.5 second.
```

Note:

Due to the On/Off system, you can only use 1 Fx at the time.

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

GLITCH

Descriptions

Add a Glitch to the current camera, and remove it automatically after the animation is end. By default, the timer duration is set to 3 seconds.

CameraPlay.**Glitch**(float **time**);

CameraPlay.**Glitch**();

Parameters

Name	Description	Value Description	Default
Time	Time duration of the effect animation in second.	1 = 1 second	3 seconds

Example:

```
CameraPlay.Glitch(2); // Add Glitch for 2 seconds
```

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

GLITCH 2

Descriptions

Add a Glitch 2 to the current camera, and remove it automatically after the animation is end. By default, the timer duration is set to 3 seconds.

CameraPlay.**Glitch2**(float **time**);

CameraPlay.**Glitch2**();

Parameters

Name	Description	Value Description	Default
Time	Time duration of the effect animation in second.	1 = 1 second	3 seconds

Example:

```
CameraPlay.Glitch2(2); // Add Glitch for 2 seconds
```

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

GLITCH 3

Descriptions

Add a Glitch 3 to the current camera, and remove it automatically after the animation is end. By default, the timer duration is set to 3 seconds.

CameraPlay.**Glitch3**(float **time**);

CameraPlay.**Glitch3**();

Parameters

Name	Description	Value Description	Default
Time	Time duration of the effect animation in second.	1 = 1 second	3 seconds

Example:

```
CameraPlay.Glitch3(2); // Add Glitch for 2 seconds
```

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

HIT

Descriptions

Add a Hit to the current camera, and remove it automatically after the animation is end. By default, the timer duration is set to 3 seconds.

CameraPlay.**Hit**(Color **col**, float **time**);

CameraPlay.**Hit**(Color **col**);

CameraPlay.**Hit**(float **time**);

CameraPlay.**Hit**();

Parameters

Name	Description	Value Description	Default
Time	Time duration of the effect animation in second	1 = 1 second	3 seconds
Color	Set the color	Color in RGBA	Color by default : red

Example:

```
CameraPlay. Hit (Color. green, 2); // Add Hit for 2 seconds with a green color.
```

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

Infrared

Description

Add an Infrared to the current camera. Turn on or off the FX.

CameraPlay.Infrared_ON(float **Time**);

CameraPlay.Infrared_ON();

CameraPlay.Infrared_OFF(float **Time**);

CameraPlay.Infrared_OFF();

Parameters

Name	Description	Value Description	Default
Time	Set the time effect in second	1 = 1 Second	1 Second

Example:

```
CameraPlay.Infrared_ON(8, 1); // Turn on the Infrared  
FX with a fading-on of 1 second and the size of 8  
pixel
```

```
CameraPlay.Infrared_OFF(0.5f); // Turn off the  
Infrared FX with a fading-on of 0.5 second.
```


Note:

Due to the On/Off system, you can only use 1 Fx at the time.

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

Manga Flash

Descriptions

Add a MangaFlash to the current camera, and remove it automatically after the animation is end. By default, the timer duration is set to 1 second.

CameraPlay.**MangaFlash**(float **x**, float **y**, float **time**, float **SpeedFPS**, Color **color**);

CameraPlay.**MangaFlash**(float **x**, float **y**, float **time**);

CameraPlay.**MangaFlash**(float **x**, float **y**);

CameraPlay.**MangaFlash**();

Parameters

Name	Description	Value Description	Default
X effect.	The x position of the	0 = left side of the screen. 0.5f = center of the screen	0.5
Y effect.	The y position of the	0 = down side of the screen. 0.5f = center of the screen	0.5
Time	Time duration of the effect animation in second.	1 = 1 Second	1 second
SpeedFPS	Set the Speed Frame per second	speed in Frame per second	5 FPS By default

Color

Set the color

Color in RGBA

the color is
white

Example:

```
CameraPlay.MangaFlash(); // Add MangaFlash Effect for  
2 seconds
```

Note:

CameraPlay.**MangaFlash()** : Set a MangaFlash randomly on the screen.

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

Night Vision

Descriptions

Add an Night Vision FX to the current camera. Turn on or off the FX.

CameraPlay.NightVision_ON(NightVision_Preset **Preset**, float **time**);

CameraPlay.NightVision_ON(NightVision_Preset **Preset**);

CameraPlay.NightVision_ON(float **time**);

CameraPlay.NightVision_ON();

CameraPlay.NightVision_OFF(float **Time**);

CameraPlay.NightVision_OFF();

Parameters

Name	Description	Value Description	Default
Time	Set the time effect in second	1 = 1 Second	1 Second
NightVision_Preset	See NightVision_Preset	Set NightVision_Preset	1 Second

NightVision_Preset

Name	Value	Description
Night_Vision_FX	0	Standard Night Vision
Night_Vision_Classic	1	Classic Night Vision
Night_Vision_Full	2	Full Night Vision

Night_Vision_Dark	3	Dark View Night Vision
Night_Vision_Sharp	4	Sharpness Night Vision
Night_Vision_BlueSky	5	Blue SKy Night Vision
Night_Vision_Low_Light	6	Low Light Night Vision
Night_Vision_Pinky	7	Pinky Night Vision
Night_Vision_RedBurn	8	Red Burn / Blood Night Vision
Night_Vision_PurpleShadow	9	Purple Night Vision

Example:

```
CameraPlay.NightVision_ON(3); // Turn on the
NightVision FX with a fading-on of 1 second and the
size of 8 pixel
```

```
CameraPlay.NightVision_OFF(2); // Turn off the
NightVision FX with a fading-on of 0.5 second.
```

Note:

Due to the On/Off system, you can only use 1 Fx at the time.

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

NOISE

Descriptions

Add a Noise to the current camera, and remove it automatically after the animation is end. By default, the timer duration is set to 3 seconds.

CameraPlay.**Noise**(float **time**);

CameraPlay.**Noise**();

Parameters

Name	Description	Value Description	Default
Time	Time duration of the effect animation in second.	1 = 1 second	3 seconds

Example:

```
CameraPlay.Noise(2); // Add Noise for 2 seconds
```

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

Pitch

Descriptions

Add a Pitch to the current camera, and remove it automatically after the animation is end. By default, the timer duration is set to 1 second.

CameraPlay.**Pitch**(float **x**, float **y**, float **time**, float **size**);

CameraPlay.**Pitch**(float **x**, float **y**, float **time**);

CameraPlay.**Pitch**(float **x**, float **y**);

CameraPlay.**Pitch**();

Parameters

Name	Description	Value Description	Default
X effect.	The x position of the	0 = left side of the screen. 0.5f = center of the screen	Random Value between 0 to 1
Y effect.	The y position of the	0 = down side of the screen. 0.5f = center of the screen	Random Value between 0 to 1
Time	Time duration of the effect animation in second.	1 = 1 Second	1 second
Size	Size of the Distortion FX	1 = normal / 2 = Mul by 2 / 0.5 = Division by 2	Set to 1

Example:

```
CameraPlay.Pitch(); // Add Pitch Effect for 2 seconds
```

Note:

CameraPlay.**Pitch()** : Set a Pitch randomly on the screen.

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

Pixel

Descriptions

Add a Pixel to the current camera. Turn on or off the FX.

CameraPlay.Pixel_ON(float **size**, float **time**);

CameraPlay.Pixel_ON(float **Time**);

CameraPlay.Pixel_ON();

CameraPlay.Pixel_OFF(float **Time**);

CameraPlay.Pixel_OFF();

Parameters

Name	Description	Value Description	Default
Time	Set the time effect in second	1 = 1 Second	1 Second
size	Set the size of the pixel	Pixel Size	4

Example:

```
CameraPlay.Pixel_ON(8, 1); // Turn on the Pixel FX  
with a fading-on of 1 second and the size of 8 pixel
```

```
CameraPlay.Pixel_OFF(0.5f); // Turn off the Pixel FX  
with a fading-on of 0.5 second.
```

Note:

Due to the On/Off system, you can only use 1 Fx at the time.

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

Radial

Descriptions

Add a Radial to the current camera, and remove it automatically after the animation is end. By default, the timer duration is set to 1 second.

CameraPlay.**Radial**(float **x**, float **y**, float **time**, float **size**);

CameraPlay.**Radial**(float **x**, float **y**, float **time**);

CameraPlay.**Radial**(float **x**, float **y**);

CameraPlay.**Radial**();

Parameters

Name	Description	Value Description	Default
X	The x position of the effect.	0 = left side of the screen. 0.5f = center of the screen	Random Value between 0 to 1
Y	The y position of the effect.	0 = down side of the screen. 0.5f = center of the screen	Random Value between 0 to 1
Time	Time duration of the effect animation in second.	1 = 1 Second	1 second
Size	Size of the Distortion FX	1 = normal 2 = Mult by 2 0.5 = Division by 2	Set to 1

Example:

```
CameraPlay.Radial(); // Add Radial Effect for 2 seconds
```

Note:

CameraPlay.**Radial()** : Set a Radial randomly on the screen.

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

Rain drop

Description

Add an Rain drops FX to the current camera. Turn on or off the FX.

```
CameraPlay.Raindrop_ON(float Time);
```

```
CameraPlay.Raindrop_ON();
```

```
CameraPlay.Raindrop_OFF(float Time);
```

```
CameraPlay.Raindrop_OFF();
```

Parameters

Name	Description	Value Description	Default
Time	Set the time effect in second	1 = 1 Second	1 Second

Example:

```
CameraPlay.Raindrop_ON(3); // Turn on the Raindrop FX  
with a fading-on of 1 second and the size of 8 pixel
```

```
CameraPlay.Raindrop_OFF(2); // Turn off the Raindrop  
FX with a fading-on of 0.5 second.
```

Note:

Due to the On/Off system, you can only use 1 Fx at the time.

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

EARTHQUAKE / SHAKE

Descriptions

Add an EarthQuake / Shake effect on the camera The effect will be automatically disappear/distroyed after X second(s)

CameraPlay.**EarthQuakeShake**(float **Time**, float **Speed**, float **Size**);

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CameraPlay.**EarthQuakeShake**(float **Time**);

CameraPlay.**EarthQuakeShake**()

Parameters

Name	Description	Value Description	Default
Time	Set the time effect in second	1 = 1 second	1 second
Speed	Set the animation speed	Speed in Frame per second	
Size	Set the size	Shake intensity	2

Example:

```
CameraPlay.EarthQuakeShake(2); // Add Earth Quake  
Effect for 2 seconds
```

Note:

15 fps

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

ShockWave

Descriptions

Add a ShockWave to the current camera, and remove it automatically after the animation is end. By default, the timer duration is set to 1 second.

CameraPlay.**Shockwave**(float **x**, float **y**, float **time**, float **size**);

CameraPlay.**Shockwave**(float **x**, float **y**, float **time**);

CameraPlay.**Shockwave**(float **x**, float **y**);

CameraPlay.**Shockwave**();

Parameters

Name	Description	Value Description	Default
X	The x position of the effect.	0 = left side of the screen. 0.5f = center of the screen	Random Value between 0 to 1
Y	The y position of the effect.	0 = down side of the screen. 0.5f = center of the screen	Random Value between 0 to 1
Time	Time duration of the effect animation in second.	1 = 1 Second	1 second
Size	Size of the Distortion FX	1 = normal / 2 = Mul by 2 / 0.5 = Division by 2	Set to 1

Example:

```
CameraPlay.Shockwave(); // Add Shockwave Effect for 2 seconds
```

Note:

CameraPlay.**Shockwave()** : Set a ShockWave randomly on the screen.

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

Sniper Scope

Descriptions

Add a Sniper Scope to the current camera. Turn on or off the FX.

CameraPlay.SniperScope_ON(float **time**);

CameraPlay.SniperScope_OFF(float **time**);

CameraPlay.SniperScope_ON();

CameraPlay.SniperScope_OFF();

Parameters

Name	Description	Value Description	Default
Time	Time duration of the effect animation in second.	1 = 1 Second	0.5 second

Example:

```
CameraPlay.SniperScope_ON(1); // Turn on the Sniper Scope FX with a fading-on of 1 second.
```

```
CameraPlay.SniperScope_OFF(0.5f); // Turn off the Sniper Scope FX with a fading-on of 0.5 second.
```

Note:

Due to the On/Off system, you can only use 1 Fx at the time.

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

Thermavision

Descriptions

Add a Thermavision to the current camera. Turn on or off the FX.

CameraPlay.Thermavision_ON(float **Time**);

CameraPlay.Thermavision_ON();

CameraPlay.Thermavision_OFF(float **Time**);

CameraPlay.Thermavision_OFF();

Parameters

Name	Description	Value Description	Default
Time	Set the time effect in second	1 = 1 Second	1 Second

Example:

```
CameraPlay.Thermavision_ON(8, 1); // Turn on the  
Thermavision FX with a fading-on of 1 second and the  
size of 8 pixel
```

```
CameraPlay.Thermavision_OFF(0.5f); // Turn off the  
Thermavision FX with a fading-on of 0.5 second.
```

Note:

Due to the On/Off system, you can only use 1 Fx at the time.

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

Wide Screen

Descriptions

Add a Wide Screen to the current camera. Turn on or off the FX.

CameraPlay.WidescreenH_ON(Color **col**, float **time**);

CameraPlay.WidescreenH_ON(float **time**);

CameraPlay.WidescreenH_ON(Color col);

CameraPlay.WidescreenH_ON();

CameraPlay.WidescreenH_OFF(Color **col**, float **time**);

CameraPlay.WidescreenH_OFF(float **time**);

CameraPlay.WidescreenH_OFF(Color col);

CameraPlay.WidescreenH_OFF();

Parameters

Name	Description	Value Description	Default
Time	Set the apparition time in second	1 = 1 Second	0.5 second
Color	Set the color of the wide screen	Set the color in RGBA	The color by default is black

Example:

```
CameraPlay.WidescreenH_ON(1); // Turn on the Wide
```

Screen FX with a fading-on of 1 second.

```
CameraPlay.WidescreenH_OFF(0.5f); // Turn off the  
Wide Screen FX with a fading-on of 0.5 second.
```

Note:

Due to the On/Off system, you can only use 1 Fx at the time.

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.

Zoom

Descriptions

Add a Zoom to the current camera, and remove it automatically after the animation is end. By default, the timer duration is set to 1 second.

CameraPlay.**Zoom**(float **x**, float **y**, float **time**, float **size**);

CameraPlay.**Zoom**(float **x**, float **y**, float **time**);

CameraPlay.**Zoom**(float **x**, float **y**);

CameraPlay.**Zoom**();

Parameters

Name	Description	Value Description	Default
X	The x position of the effect.	0 = left side of the screen. 0.5f = center of the screen	Random Value between 0 to 1
Y	The y position of the effect.	0 = down side of the screen. 0.5f = center of the screen	Random Value between 0 to 1
Time	Time duration of the effect animation in second.	1 = 1 Second	1 second
Size	Size of the Distortion FX	1 = normal 2 = Mult by 2 0.5 = Division by 2	Set to 1

Example:

```
CameraPlay.Zoom(); // Add Zoom Effect for 2 seconds
```

Note:

CameraPlay.**Zoom()** : Set a Zoom randomly on the screen.

Note:

The effect is set by default on the main camera, if you want to change the current camera us **CameraPlay.CurrentCamera** and select the new camera All the other effect will use the new current camera.