

Ignition / CameraHelpers

Namespace **Playniax.Ignition**

Script can be found in **Assets/Playniax/Framework/Ignition/Scripts/CameraHelpers.cs**

Class

Description

Collection of camera functions.

Public Methods	Description
<code>static Vector3 GetMousePosition(Camera camera = null)</code>	Returns mouse position.
<code>static bool IsVisible(Renderer renderer, Camera camera = null)</code>	Returns whether the renderer is visible or not.
<code>static Bounds OrthographicBounds(Camera camera = null)</code>	Returns bounds.
<code>static Vector2 OrthographicSize(Camera camera)</code>	Returns orthographics width and height.
<code>static Vector2 PerspectiveSize(Camera camera)</code>	Returns persepective width and height.
<code>static Vector2 Size(Camera camera)</code>	Returns width and height.
<code>static void SetOrthographicWidth(int virtualWidth, Camera camera = null)</code>	Sets virtual width.
<code>static void SetOrthographic(int virtualWidth, int virtualHeight, Camera camera = null)</code>	Sets virtual width and height.
<code>static void SetOrthographicHeight(int virtualHeight, Camera camera = null)</code>	Sets virtual height.