Pyro / OffCamera

Namespace **Playniax.Pyro**

Inherits from **MonoBehaviour**

Script can be found in **Assets/Playniax/Framework/Pyro/Scripts (MonoBehaviour)/OffCamera.cs**

Class OffCamera

Description

Destroys sprite off camera or resets it just outside the camera view for looping.

Public fields	Description
Mode mode	Mode can be Mode.Destroy or Mode.Loop.
Directions directions	Directions can be Directions.All, Directions.Left, Directions.Right, Directions.Up or Directions.Down.
float margin	A sprite is 'cut off' exactly once it's outside the camera view. With margin you can give it extra space.