

# RTSCameraController

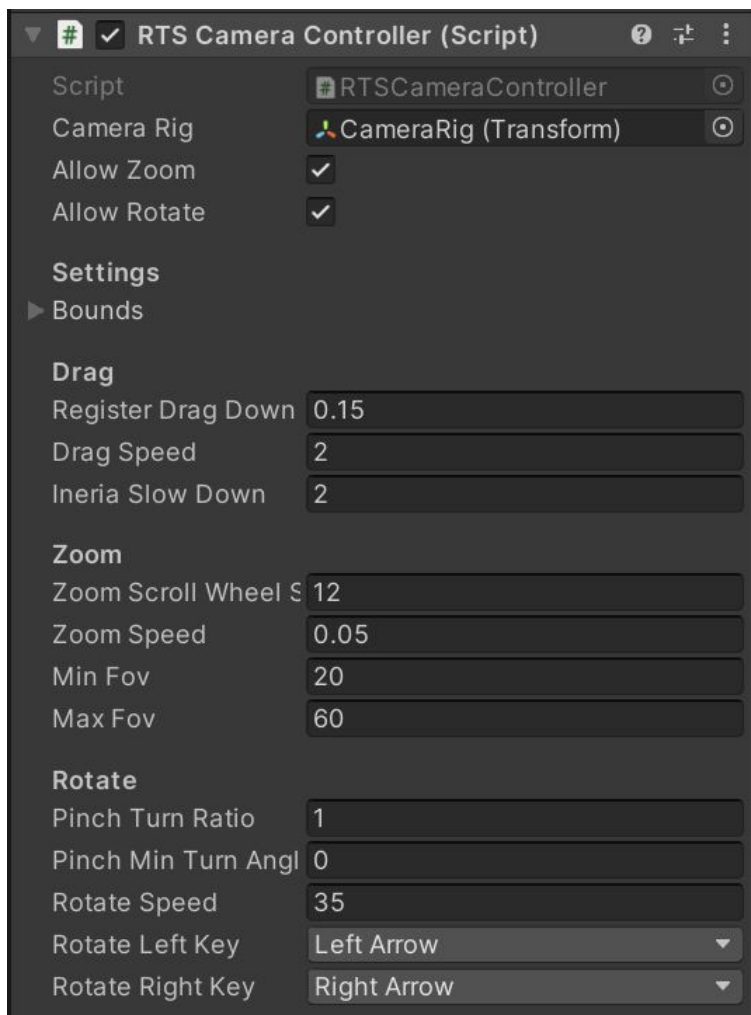
Thank you for purchasing the RTS Camera Controller package, which I hope you'll find helpful when developing your RTS game on either desktop or mobile.

The package contains a script `RTSCameraController.cs`, which must be setup as shown in the Demo Scene provided.

The main **game camera** must be placed as a child of the CameraRig transform and positioned and rotated to suit your game desired viewing angle.



The settings on the controller have all been given default values, which we've found to work best, but feel free to adjust as required.



Please contact us at [packapunchgameassets@gmail.com](mailto:packapunchgameassets@gmail.com) if you have any questions.