

# Changelist

## Version 1.1.2.

- bugfix for Input system Lock On Toggle option

## Version 1.1.1.

- bug fix for controller camera movement

## Version 1.1.0.

- Added different algorithms for determining which target to lock on to:

By Distance From Follow – picks the closest target to follow

By Camera Direction – closets target to center of screen

By Camera Direction 2D – closest target based on cameras direction ignoring the camera pitch

- added option to use the right stick / mouse for switching targets
- added options to disallow locking on to targets behind wall or outside view
- one of the demo scenes now has a camera setup where the camera is centered on the characters back in lock on
- Fixed bug in the inspector display for conditional variables.

## Version 1.0.8.

- new Unity Input system now supported!!

the camera uses the generated script to work out the box if you have the input system enabled.

If you wish setup your own please check the documentation section on the Input system section 3.3.2.

## Version 1.0.7

- added a script function for Initiating and Exiting lock on

## **Version 1.0.6**

- no longer full project
- Camera Fade Objects improved
- bugfixes

## **Version 1.0.5**

- Added a Rigidbody example with Manual Lock on disabled
- Fixed a bug in the Start function of the camera

## **Version 1.0.4**

- Fixed a bug where in far cam lock on mode the camera would snap after performing two rotations around the target

## **Version 1.0.3**

- Added the following options:
  - Lock On Manual Control (turn off to set the camera to stick to the characters back during lock on)
  - [Experimental] Turn Off Automatic Distance Calculation
  - [Experimental] Lock On Disengage On Steep Angle
  - [Experimental] Lock On Disengage Min Angle
  - [Experimental] Lock On Disengage Max Angle
  - Lock On Follow To Target Ratio

## **Version 1.0.2**

- Fade objects now works with multiple materials on a single object or hierarchy of objects

## **Version 1.0.1**

- Lock on is now either a toggle or a hold button

- Switching between full rotation and limited rotation algorithms has a smoother transition
- project settings have been included (needed for the input manager button/joystick setup)
- assigned buttons have been changed, you can still change them yourself
- Bugfix: switching between full rotation and limited rotation algorithms no longer slows down half way through

## **Version 1.0**

- First Version