Implementation in SmallCamera🡺CameraManipulation

* Write a function to zoom the camera towards the LookAtPoint by delta

public void ProcessZoom(float delta)

{

Vector3 V = LookAtPosition.localPosition - transform.localPosition;

float len = V.magnitude;

len += delta

// Debug.Log("Len=" + len);

transform.localPosition = LookAtPosition.localPosition - len \* V.normalized;

}

* Write a function to use LMB to zoom the camera away when Drag up, and towards when Drag right

public class Mouse : MonoBehaviour {

public CameraManipulation cam;

// Use this for initialization

void Start () {

}

Vector3 delta = Vector3.zero;

Vector3 mouseDownPos = Vector3.zero;

// Update is called once per frame

void Update()

{

if (Input.GetMouseButtonDown(0)) { // button went down

delta = Vector3.zero;

mouseDownPos = Input.mousePosition;

} else if (Input.GetMouseButton(0)) // is down

{

delta = mouseDownPos - Input.mousePosition;

mouseDownPos = Input.mousePosition;

cam.ProcessZoom(delta);

}

}

}