Simple RPG Camera ReadMe
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Note: If you are updating from version 1.5.4 or earlier, I suggest that you do a clean import (fully remove your older version before importing) as some things may have moved.

Contact

Feel free to send me / post on the forum (http://unity.phatrobit.com/forum/) your suggestions, comments, questions or report any problems you may have.

Thanks and enjoy!

Description

The goal of the Simple RPG Camera package is to provide an easy to implement, no hassle camera control script that is packed with all the features you'd expect it to have and more. It's designed to work very well with RPG styled games (a WoW or Diablo style), and can be easily integrated into projects of any size without making a mess.

Getting Started

- Add Simple RPG Camera to a camera object either through the 'Add Component' menu or by dragging it from the PhatRobit/Simple RPG Camera/Scripts/ folder
- Expand the Target Settings section in the inspector and place either the Transform of the object you want to rotate around, or type in the Tag Name of the object for it to find it automatically
- Adjust the other fields as necessary

Joystick Support

- Under Rotation Settings in the inspector, ensure 'Allow Rotation' and 'Mouse Look' are enabled or else the option won't be available
- Enable 'Use Joystick' and modify the two axis names as needed
- In the Input Settings for Unity (Edit > Project Settings > Input), create or modify an axis and use the same names you have just previously set for the two joystick axis fields

For Xbox controllers (right joystick):

Set the 'Type' field to 'Joystick Axis'
Set the horizontal 'Axis' field to '4th axis'
Set the vertical 'Axis' field to '5th axis'
Be sure you're getting the correct joystick input in the 'Joy Num' field ('Get Motion from all Joysticks' works fine)

Collision Settings

Collision Layers – The camera will stay in front of any active layer in this dropdown
Collision Alpha Layers – Objects on this layer will be faded out when in front of the camera
Collision Buffer – A small distance between the camera and the collision layers to avoid clipping
Collision Alpha – The transparency of the objects on the Collision Alpha Layers
Collision Fade Speed – The speed at which objects fade in or out on the Collision Alpha Layers

Target Settings

Target Tag – If there is no target set, the camera will search for an object using this tag and set it as the target
Target – The transform of the object you want to rotate around
Target Offset – An offset for the focal point of the camera (Note that using this may result in the camera going through walls)
Smooth Offset – Turning this on makes the camera smoothly move to the offset position
Smooth Offset Speed – The speed for the smooth offset setting
Relative Offset – Sets the offset relative to the target's forward rotation
Use Target Axis – Turning this on will make the camera rotate around the target relative to the target's rotation instead of the world

Movement Settings

Allow Mouse Drag – This allows you to pan the camera using a mouse button
Drag Button – The mouse button that is used for the Mouse Drag setting
Drag Sensitivity – How fast does the camera move in relation to the mouse movement
Allow Edge Movement – This allows the camera to stray from the target using the edges of the screen
Edge Padding – The distance from the edge of the screen for triggering movement
Show Edges – This will show a specified texture on the edges of the screen
Allow Keys – Allows the use of shortcut keys to move the camera instead of only using the mouse
Lock To Target – Force the camera to instantly lock on to the target
Limit Bounds – This will limit the camera to a specified origin and size
Follow Target Key – Pressing this key will force the camera to instantly lock to the target
Scroll Speed – The speed at which the camera will pan when moving via edges or keys

Rotation Settings

Origin Rotation – The starting rotation degrees for the camera
Stay Behind Target – This forces the camera to always be behind the target looking forward
Return To Origin – This will smoothly rotate the camera back to the Origin Rotation when not being rotated (Mouse buttons can be toggled on to set the Origin Rotation to the current rotation as to save the return point instead of returning)
Allow Rotation – This allows rotation, letting you choose a few options for mouse behavior
Mouse Look – Always rotate the camera, ignoring button input from the mouse
Lock Mouse – Locks the mouse while rotating
Disable While Unlocked – Disables rotation while the mouse is not locked
Use Joystick – A convenient way to enable joystick support for camera rotation
Angle – The min and max angle the camera's Y rotation can reach
Invert Rotation – Inverts the rotation direction for either X or Y
Sensitivity – Determines how sensitive the camera rotation is
Rotate Objects – Objects to rotate along with the camera, keeping them facing forward
Allow Rotation Keys – This allows rotation via key presses
Smoothing – How fast the camera will rotate

Zoom Settings

Allow Zoom – Determines whether or not the user can zoom in or out
Allow Zoom Keys – Determines whether or not the user can zoom in or out using keys
Zoom Key Delay – The amount of time a key needs to be held before constantly zooming
Distance – The Min, Current and Max distances of the camera
Zoom Speed – How fast the camera will zoom in or out
Zoom Smoothing – Determines how smooth the zooming will be
Invert Direction – Inverts the zoom direction
Fade Objects – Objects to fade when the current distance of the camera is less than or equal to the Fade Distance

Mobile Settings

Allow Touch – Enables touch input for mobile devices
Touch Sensitivity – The sensitivity for most touch movements
Movement Control Method – The method for controlling camera pan movement
Panning Touch Count – The amount of touches required to pan the camera
Rotation Control Method – The method for controlling rotation
Rotation Delay – This prevents the user from rotating the camera until they have touched the screen for this long
Zoom Deadzone – The distance a user's touch needs to move from its starting position before anything will happen
Zoom Speed (override) – This will override the zoom speed setting located in the Zoom Settings for convenience