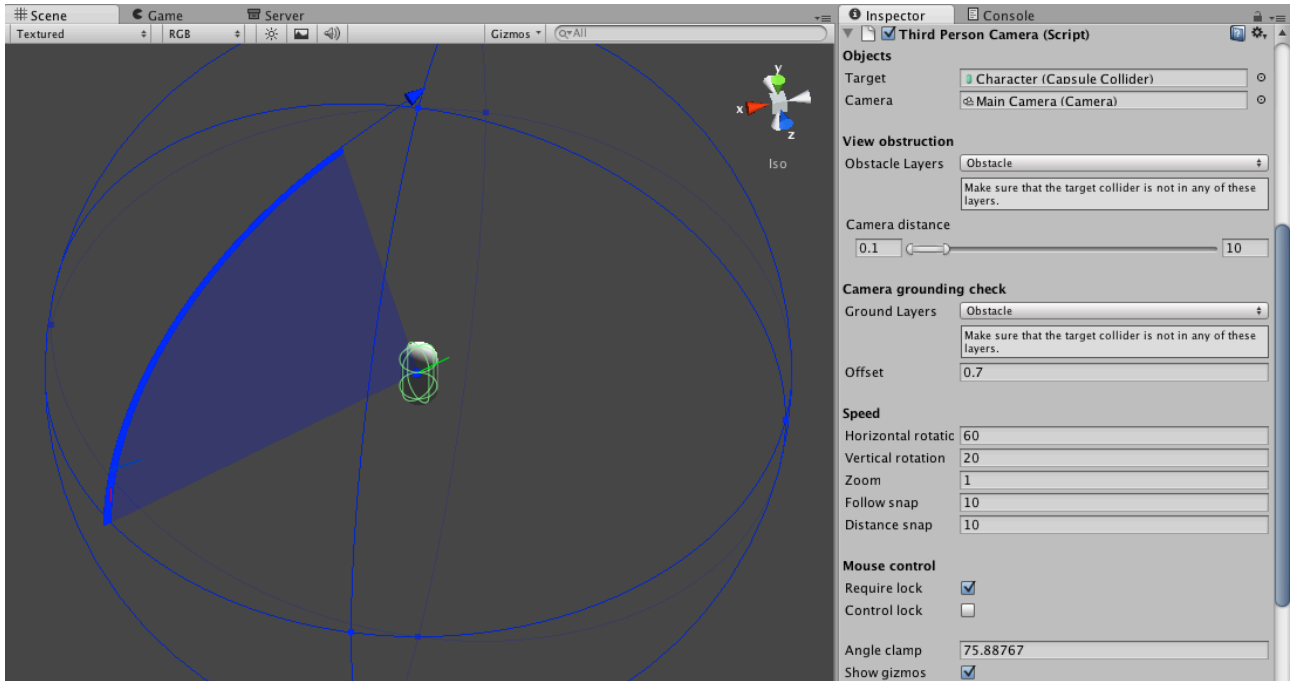


ThirdPersonCamera

The ThirdPersonCamera handles orientation and movement of a camera viewing a character in third person. It implements a control scheme which should be familiar to people with experience from MMORPG games.



Properties

Target The collider of the viewed object.
Camera The camera being controlled.

View obstruction

Obstacle layers All layers holding colliders which can obstruct the camera.
Camera distance The max and min distance between camera and target.

Camera grounding check

Ground layers All layers holding colliders for the camera to stand on.
Offset Offset applied to the one unit raycast checking grounding.

Speed

Horizontal rotation Rotation speed applied by the mouse horizontally.
Vertical rotation Rotation speed applied by the mouse vertically.
Zoom Movement speed applied by the scroll wheel.
Follow snap Speed at which camera snaps to a position behind target.
Distance snap Speed at which a new camera-target distance is applied.

Mouse control

Require lock Must the cursor be locked before mouse input works?
Control lock Should this component lock the cursor on mouse down?

Angle clamp Maximum camera angle to the horizontal plane.
Show gizmos Show or hide component handles and gizmos.

Details

The camera controlled by the ThirdPersonCamera component is expected to be a child of the target, so that when the target moves, the camera is moved with it.

Although designed to work with it, the ThirdPersonCamera does not require use of the ThirdPersonCamera component.