

Camera Options

Set the camera's initial positions as well as the zoom and smooth translation. These values can be changed at run-time.

▼ Camera Options ?

Initial Distance:
X 0 Y 9 Z -46

Initial Rotation:
X 7 Y 0 Z 0

Vertical Follow: Average Distance ▼

-Minimum Height: 2

Enable LookAt: ☒

-Rotation Speed: 12

-Rotation Offset:
X 0 Y 3.5 Z 0

-Motion Sensor: None ▼

Field of View: 12

Camera Move Speed: 12

Enable Zoom: ☒

Minimum Zoom: 40

Maximum Zoom: 60

Maximum Players Distance: 18

Initial Distance: The camera's initial position.

Initial Rotation: The camera's initial and default rotation. NOTE: This is somewhat overridden if Enable LookAt (below) is toggled on.

Vertical Follow:

- **Disabled:** Vertical follow will not be used
- **Average Distance:** The camera averages the height between the characters
- **Highest Character:** The camera focus on the highest character in the air

Enable LookAt: Toggle this to uses Unity's [LookAt\(\)](#) function. This means the camera is always looking at the pivot point between the two players (including rotation offset). Movement Speed will *not* affect the rotation speed of the camera.

- **Rotation Speed:** How fast the camera will rotate towards the action.
- **Rotation Offset:** The default rotation values for the camera when LookAt is enabled.
- **Motion Sensor (Mobile Only):** Uses the device's Accelerometer and Gyroscope to create small camera movements.
- **None:** Motion sensor will not be used
- **Accelerometer:** (Coming soon)

- **Gyroscope:** Bends the camera according to the inclination angle of the mobile device.

Field of View: Set the camera's initial and default field of view.

Camera move Speed: How fast will the camera move to follow the action.

Enable Zoom:

- **Minimum Zoom:** How close will the camera get to battle as the characters approach one another.
- **Maximum Zoom:** How far can the camera get to as the characters distance from one another. This also visually determines how far off they can move from one another.

Maximum Players Distance: The maximum distance the characters have between them.

Code access:

UFE.config.cameraOptions

Code example:

```
void Awake(){
    UFE.config.cameraOptions.initialFieldOfView = 10;
}
```

[< Back to Global Editor](#)

From:
<http://www.ufe3d.com/> - **Universal Fighting Engine**

Permanent link:
<http://www.ufe3d.com/doku.php/global:camera>

Last update: **2022/08/03 03:37**

