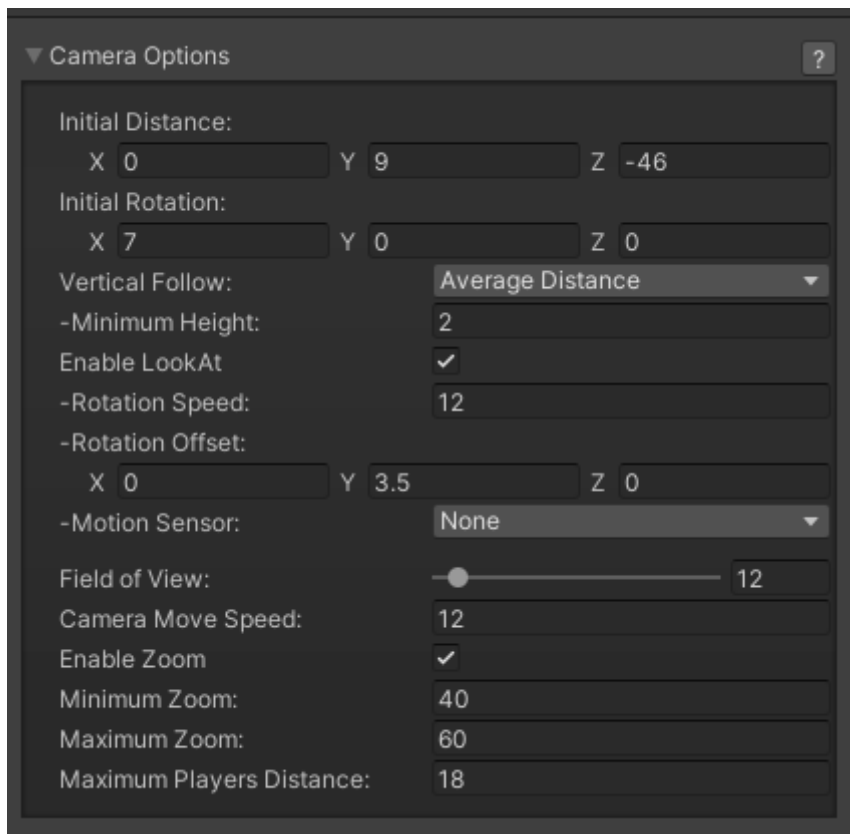# Camera Options

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

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

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.

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

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: How far can players move away from one another.

Follow Jumping Character: When toggled, the camera will try to follow the jumping character -or- the one at the highest vertical location on the field.

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:

- **None:** Motion sensor will not be used
- **Accelerometer:**
- **Gyroscope:**

Code access:

UFE.config.cameraOptions

Code example:

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

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