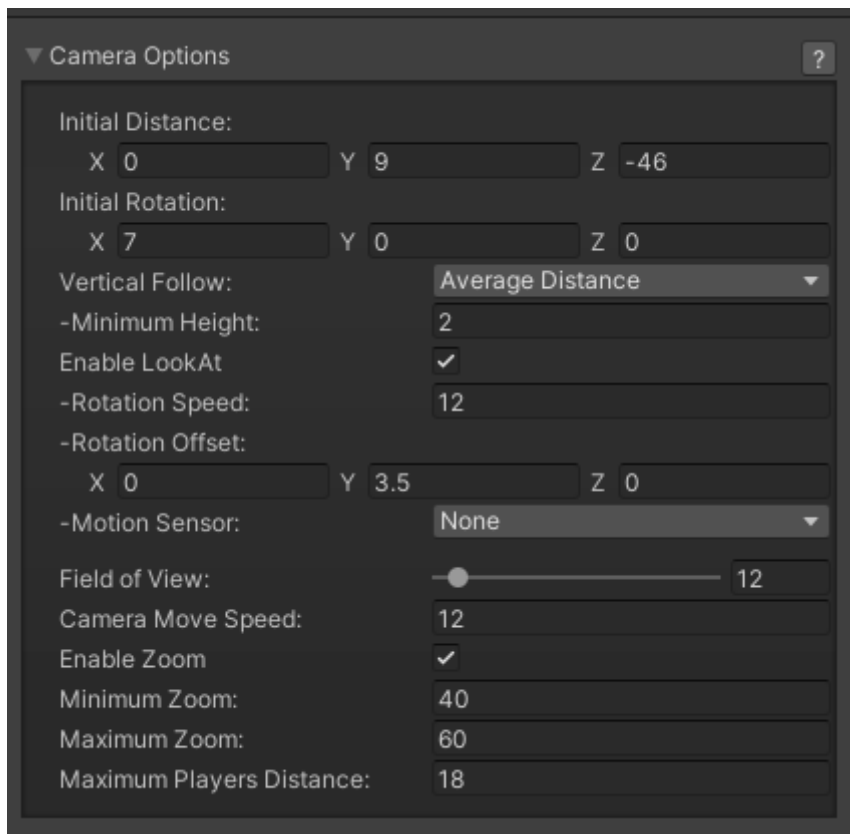


# Camera Options

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



**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:**
- **Highest Character:**

**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.

**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:**

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

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Code access:

UFE.config.cameraOptions

Code example:

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

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