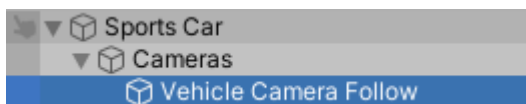


Besides the included camera scripts any camera can be used - including the ones in the standard assets.

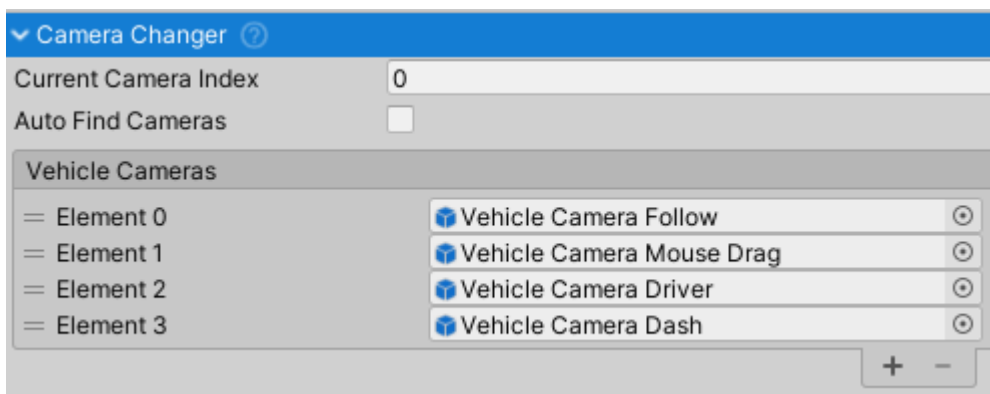
Camera

- Create a new empty `GameObject` as a child of vehicle root called *Cameras* (any name can be used). This will be a container for all the vehicle cameras - one camera for each viewpoint.
- Create a new `Camera` (right click ⇒ `Camera`) and place it as a child of *Cameras* object.
- Added `Camera` can be used as a stationary camera or with any camera control script. Following camera scripts are included: `CameraFollow`, `CameraMouseDrag`, `CameraOnboard`.



Example camera hierarchy.

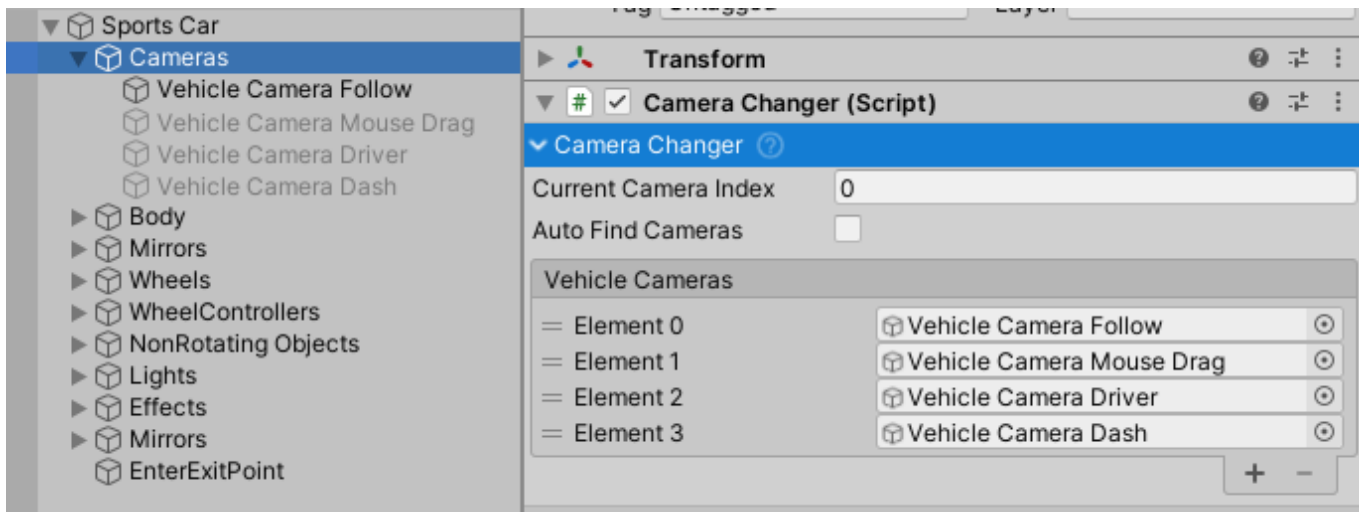
Camera Changer



CameraChanger inspector.

CameraChanger iterates over all the `Cameras` in the `VehicleCameras` list and makes sure that only one camera is active at one time.

- Attach `CameraChanger` component to the *Cameras* object. This should be an empty object that is a child of vehicle root.
- Tick `Auto Find Cameras` or manually assign cameras to the `Vehicle Cameras` list. If `Auto Find Cameras` is enabled it is important that all the cameras are placed as children of the object containing `CameraChanger` script or otherwise they will not be auto-detected.
- Cameras can be changed by pressing `C` (default value). Check [Input Setup](#) for more info.



Example CameraChanger setup.
2020/07/13 19:49 · Aron Rescec

Camera Inside Vehicle

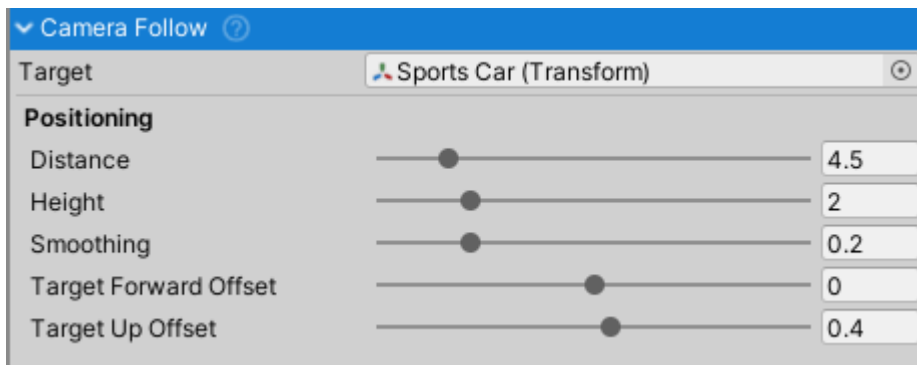


CameraInsideVehicle inspector.

- A simple script that can be attached to any Camera.
- Signals to the vehicle's [SoundManager](#) component that it should use interior equalizer settings.

2020/07/13 19:52 · Aron Rescec

Camera Follow

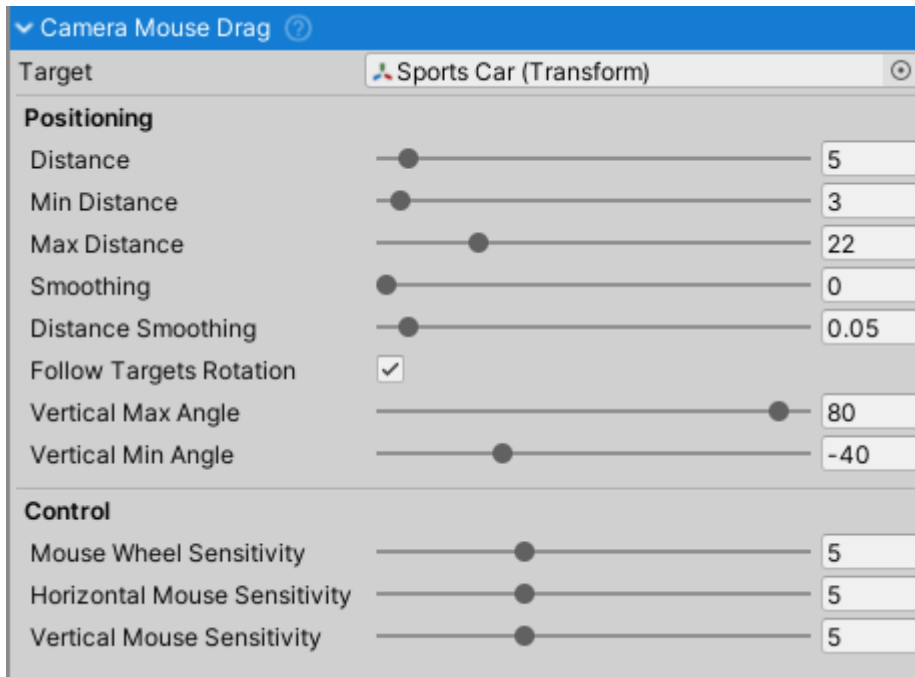


CameraFollow inspector.

- This camera script has been deprecated. Use [CameraMouseDrag](#) with controls disabled instead for the same effect.
- A type of [VehicleCamera](#).
- Attach to any Camera object and assign Target that the camera will follow.

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Camera Onboard

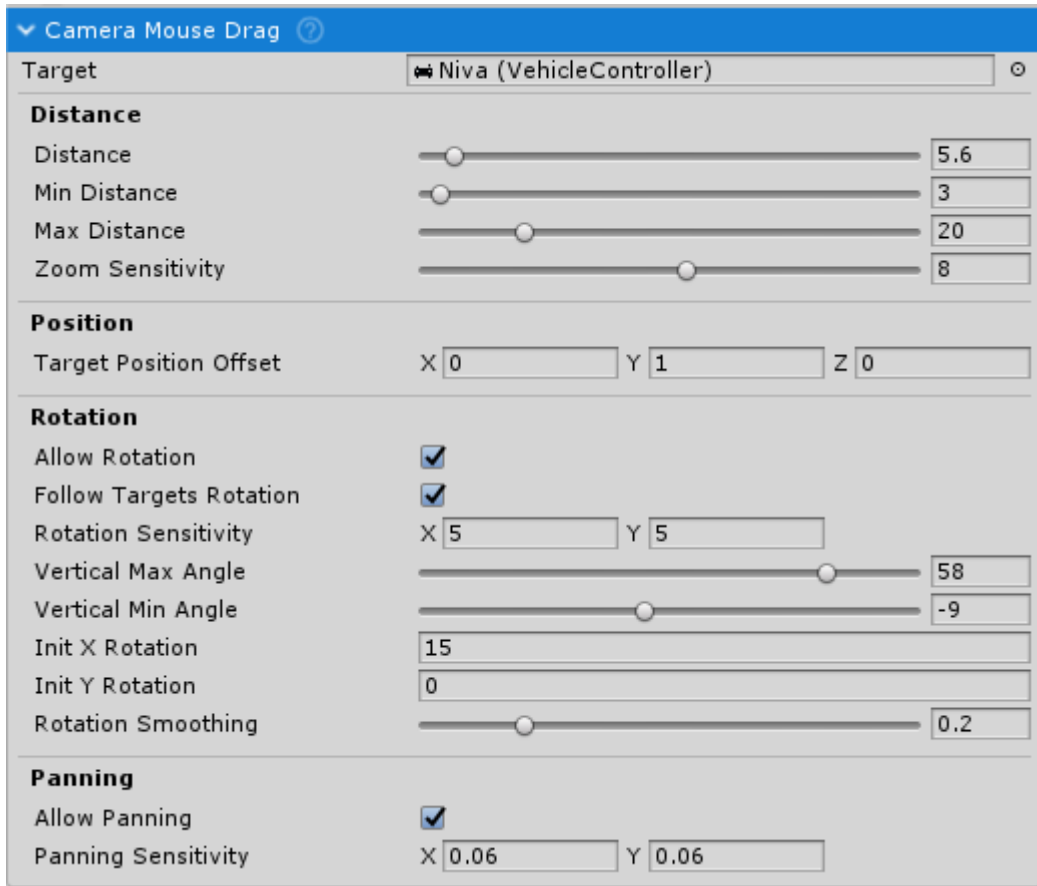


CameraOnboard inspector.

- A type of `VehicleCamera`.
- Attach to any `Camera` object and assign `Target` that the camera will follow.
- This camera can be used as a stationary camera (`Max Movement Offset = 0`) or as a driver camera with head movement (`Max Movement Offset > 0`).
- Head movement depends on the forces acting on the vehicle. Camera always moves in opposite direction of acceleration.

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Camera Mouse Drag



CameraMouseDrag inspector.

- A type of VehicleCamera.
- Attach to any Camera and assign Target that the camera will follow. If left empty the CameraMouseDrag will auto-find target VehicleController.
- Camera can be rotated using LMB, zoomed in-out using MMB and panned using RMB.

2020/07/13 19:48 · Aron Rescec

From: <http://nwhvehiclephysics.com/> - **NWH Vehicle Physics 2 Documentation**

Permanent link: <http://nwhvehiclephysics.com/doku.php/Setup/Cameras>

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