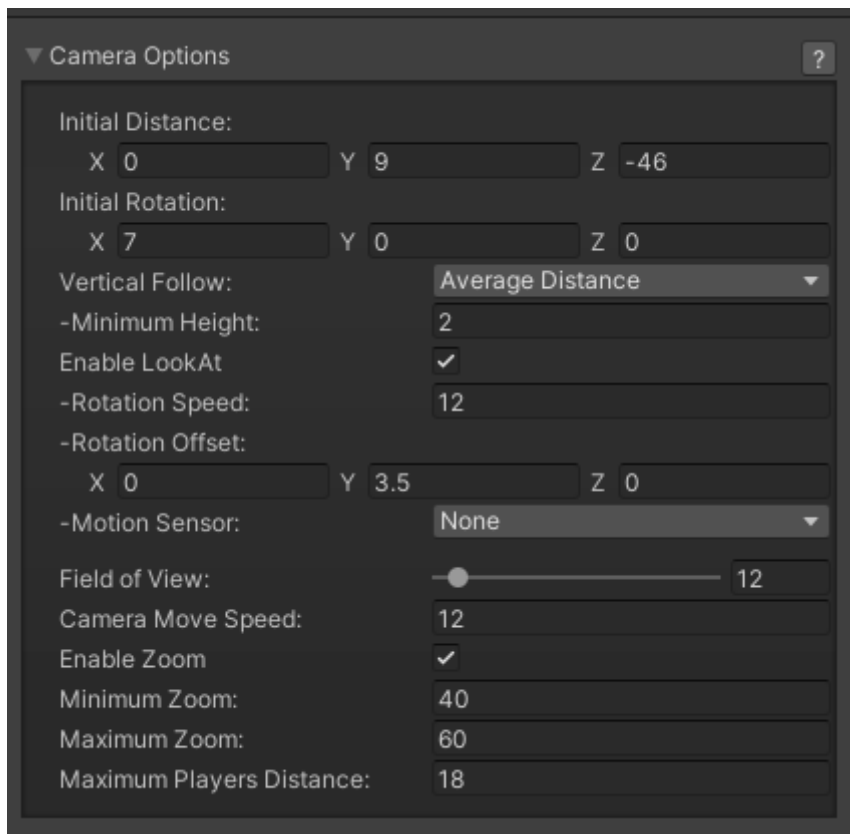# Camera Options

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.

**Left Boundary:** How far left the camera can go

**Right Boundary:** How far right the camera can go

**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()](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.

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Code access:

UFE.config.cameraOptions

Code example:

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

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Last update: **2024/12/03 02:22**