# FreeFlyCamera asset

Description

It emulates control of the Scene editor camera in Play mode (in-game screen).

It is very convenient for quick scene adding and to use it for transition in it while staying in play mode. Load the asset and just drag the script to the main camera "FreeFlyCamera.cs" – ready to use.

You can change parameters of rotation rate, movement, increase of transition speed, acceleration. You can activate/deactivate the rotation, transition, acceleration of movement speed.

Properties
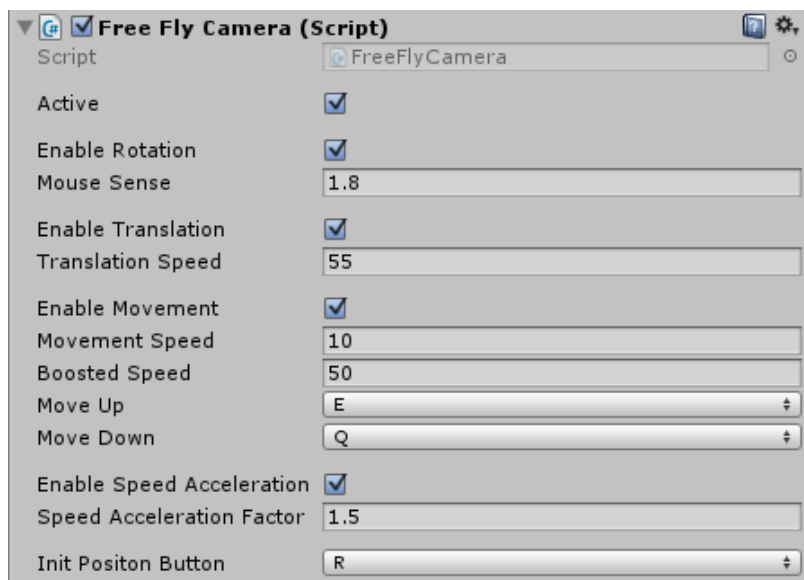
Property:	Function:
Active	The script is currently active
Enable Rotation	Camera rotation by mouse movement is active
Mouse Sense	Sensitivity of mouse rotation
Enable Translation	Camera zooming in/out by 'Mouse Scroll Wheel' is active
Translation Speed	Velocity of camera zooming in/out
Enable Movement	Camera movement by 'W','A','S','D','Q','E' keys is active
Movement Speed	Camera movement speed
Boosted Speed	Speed of the quick camera movement when holding the 'Left Shift' key

Move Up	Move up
Move Down	Move down
Enable Speed Acceleration	Acceleration at camera movement is active
Speed Acceleration Factor	Rate which is applied during camera movement
Init Position Button	This keypress will move the camera to initialization position

Control tips

Control:	Function:
MouseMove	Rotation
W, A, S, D, Q, E	Moving
Left Shift	Accelerate the movement speed
Mouse Scroll Wheel	Zoom in/out
Escape	Unlock control and show the pointer
Left Mouse Button	Click on in-game screen (in play mode) to lock control and hide the pointer
R	Return camera into initial position