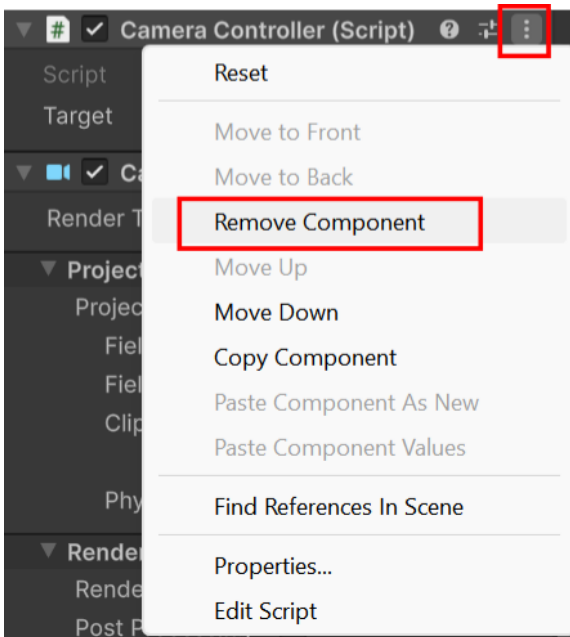


CameraController
Main Camera
Component

Base  
 : Remove



CameraController
Base

??????????



- Height  Y  360
- Pole  X

IMAGE: Height rotating and Pole pivoting

```

 WASD   Input.GetAxis("Horizontal");  Input.GetAxis("Vertical");
  Input.GetAxis("CamRotY"); 
 Input.GetAxis("CamRotX"); 

```

??????????

??????????

\*



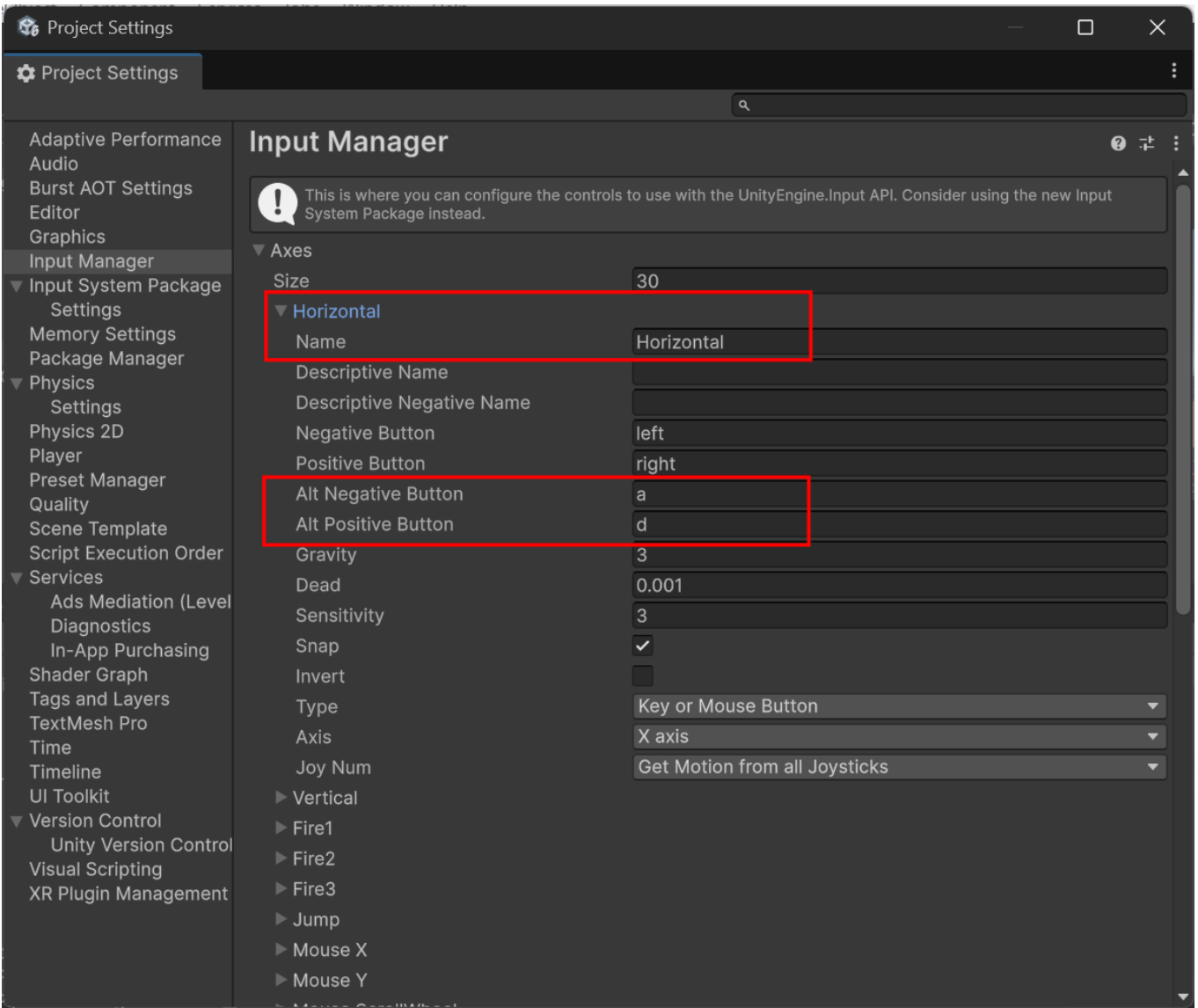
```

"Horizontal"  "Vertical"

 Edit / Project Settings  / 


```

Input Manager



```

Input.GetAxis("Horizontal") // -1 // Positive Button // d // Timmy
Input.GetAxis("Horizontal") // // Negative Button // a

```

```

Fire1 // Fire3 // Jump
Jump

```



Horizontal

Type

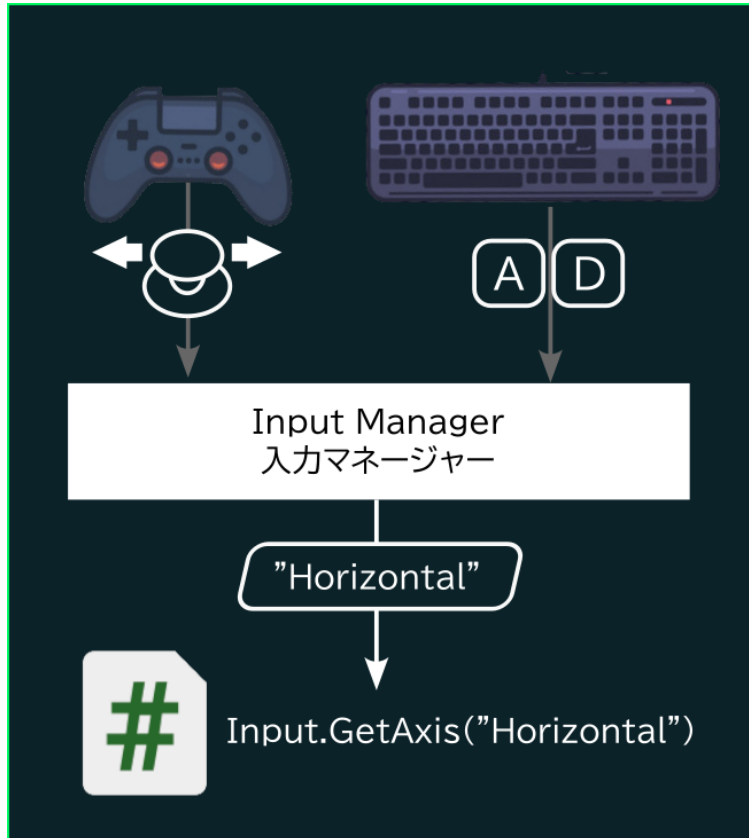
Joystick

A/D  
X Axis

Horizontal  
Horizontal

C# Horizontal

Unity



??????????

MouseX  
MouseY  
CamRotY

MouseY  
CamRotX

MouseX  
MouseY  
CamRotX



```

// 360°
private void Rotate360()
{
    // 
    // Quaternion
    // Quaternion
    Quaternion rot = height.localRotation;

    // XYZ
    Vector3 angles = rot.eulerAngles;

    // Y
    angles.y += Input.GetAxis("CamRotY");

    // → 
    height.localRotation = Quaternion.Euler(angles);
}
}

```

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

/ XXXXXXXXXXXXXXXXXXXXXXX

```

using UnityEngine;

// 
public class CameraController : MonoBehaviour
{
    // 
    [SerializeField]
    private float rotSpeed = 10;

    // 

    // 360°
    private void Rotate360()
    {
        // 
        // Quaternion
        // Quaternion
        Quaternion rot = height.localRotation;

```

```

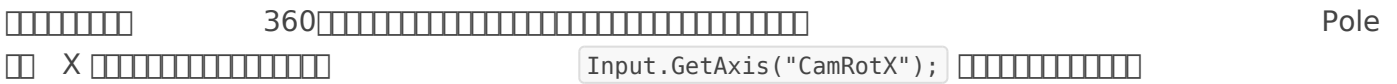
// 欧拉角XYZ转换为四元数
Vector3 angles = rot.eulerAngles;

// Y轴旋转
angles.y += Input.GetAxis("CamRotY") * rotSpeed * Time.deltaTime;

// 欧拉角XYZ转换为四元数 → 四元数
height.localRotation = Quaternion.Euler(angles);
}
}

```

????



```

using UnityEngine;

// 相机控制器
public class CameraController : MonoBehaviour
{
    // 相机目标Transform
    [SerializeField]
    private Transform pole;

    // 速度

    private void Update()
    {
        // 移动到目标位置
        transform.position = target.position;

        // 旋转
        Rotate360();
        RotateUpDown();
    }

    // 360度旋转
    private void Rotate360() // 旋转

```





---

Revision #8

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