

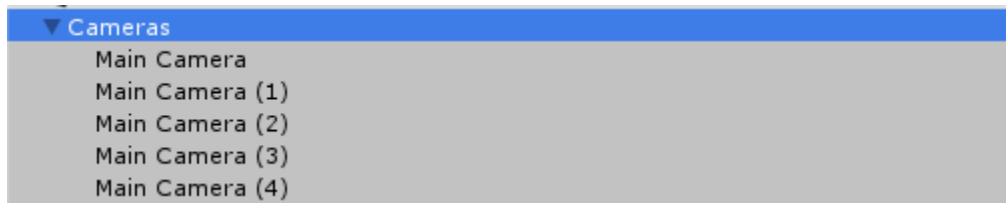
Camera Switch – Simple

Thank you for purchasing.

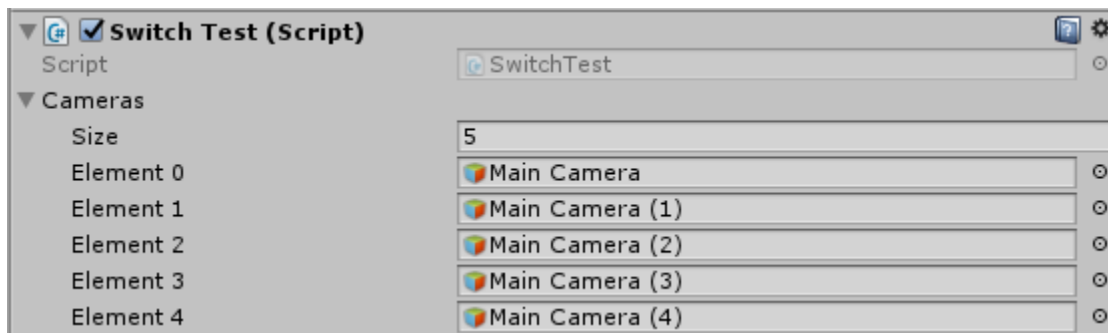
Looking for a quick and simple way to switch between multiple cameras?

I have the solution for you and of course it's simple to use and easy to implement.

#1 Group all the cameras under a single empty Game Object



#2 Attach the [SwitchTest](#) script to the Cameras(Empty) Game Object to keep things organized.



#3 Select the number of cameras and enter the camera's gameobjects

#4 Now let's get to the good stuff, the script [SwitchTest](#) is an example of how you should use the [CameraSwitch](#) script.

#4.0 All of the functions below are used in the `void Start()`.

#4.1 `SaveDisable` only works if it's written before `LoadActiveCamera()` function. By default `SaveDisable` is set to false

#4.2 You have to pass the cameras selected via the `setCameras(GameObject [] cameras)` function

#4.3 Use the `LoadActiveCamera()` to initialize your first camera.

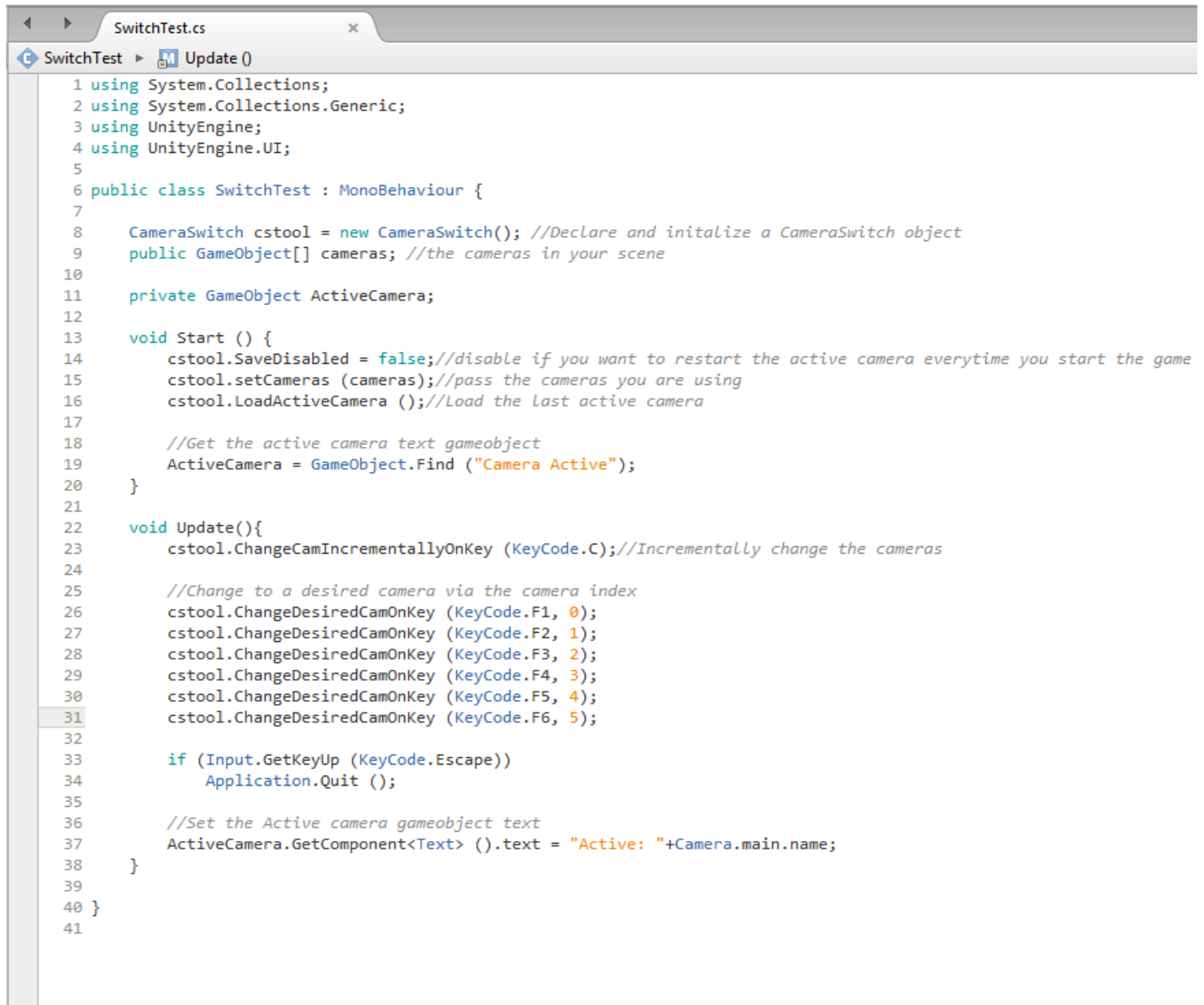
#5.0 All of the functions below are used in the `void Update()`.

```
# ChangeCamIncrementallyOnKey(KeyCode);
```

```
# ChangeDesiredCamOnKey(KeyCode, CameraIndex);
```

#5 On the next page you will see a picture of the [SwitchTest](#) script's code commented with all of it's funtions.

Note: You can completely ignore the `private GameObject ActiveCamera;` as it was used just for the demo scene. It's initialized with the active camera text field in `the void Start();` and then it's text is set to the `Camera.main.name` with `Camera.main` we are able to get the currently active camera.



```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5
6 public class SwitchTest : MonoBehaviour {
7
8     CameraSwitch cstool = new CameraSwitch(); //Declare and initialize a CameraSwitch object
9     public GameObject[] cameras; //the cameras in your scene
10
11     private GameObject ActiveCamera;
12
13     void Start () {
14         cstool.SaveDisabled = false; //disable if you want to restart the active camera everytime you start the game
15         cstool.setCameras (cameras); //pass the cameras you are using
16         cstool.LoadActiveCamera (); //Load the last active camera
17
18         //Get the active camera text gameobject
19         ActiveCamera = GameObject.Find ("Camera Active");
20     }
21
22     void Update(){
23         cstool.ChangeCamIncrementallyOnKey (KeyCode.C); //Incrementally change the cameras
24
25         //Change to a desired camera via the camera index
26         cstool.ChangeDesiredCamOnKey (KeyCode.F1, 0);
27         cstool.ChangeDesiredCamOnKey (KeyCode.F2, 1);
28         cstool.ChangeDesiredCamOnKey (KeyCode.F3, 2);
29         cstool.ChangeDesiredCamOnKey (KeyCode.F4, 3);
30         cstool.ChangeDesiredCamOnKey (KeyCode.F5, 4);
31         cstool.ChangeDesiredCamOnKey (KeyCode.F6, 5);
32
33         if (Input.GetKeyUp (KeyCode.Escape))
34             Application.Quit ();
35
36         //Set the Active camera gameobject text
37         ActiveCamera.GetComponent<Text> ().text = "Active: "+Camera.main.name;
38     }
39 }
40 }
41
```