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1 Getting started

This chapter covers everything you need to do to fully integrate this asset into your own project.

Note that this asset was developed with Unity's Universal Render Pipeline (URP). Therefore, all provided material is based on URP. However, other render pipelines are also supported by this asset.

1.2.1 Your own scene

Just drop the Camera Pivot from the prefabs folder into your scene and you are ready to go. Alternatively, you can assign the corresponding scripts of it manually. They can be found inside the *Scripts* folder:

- RTS Camera
- *Subcomponents* > Pivot
- RTS Controller (for controlling the RTS Camera)
- Cursor Handler

The RTS Controller will automatically add Unity's "Player Input" component which you need to assign the RTSInputActions from the *Input* folder to.

1.2.2 The demo scene

There are two things to make the demo scene working:

1. Setting up a "Terrain" Layer
2. Configuring the Decal Renderer Feature

There are two components that use layer masks: The RTS Controller and the Pivot (RPG Camera subcomponent). If you set up User Layer 6 to be "Terrain", prefabs and game objects in the scene should automatically be assigned this layer. If you pick another User Layer, assign the "Terrain" layer to the Terrain object in the scene and configure the Terrain Layers of the RTS Controller and Pivot components of the Camera Pivot game object accordingly.

Click on the Selection Circle in the scene view. The "URP Decal Projector" should give a warning about the missing Decal Renderer Feature. Click the "Open" button, navigate to the bottom of the newly opened window and click *Add Render Feature > Decal*. Enable "Use Rendering Layers". The selection circle texture should now be visible in the scene.

2 Input handling

This section gives an overview and some details about the input actions that are provided via *Input* > RTSInputActions.

- Cursor Position: Current cursor position in screen coordinates. Used for triggering camera movement whenever the cursor is close to the screen boundaries. When

using the “Gamepad” control scheme, the cursor is locked in the screen center to allow easier unit selection.

- Camera Movement: “Non-cursor” camera movement, e.g. via WASD.
- Yaw Amount: Horizontal camera rotation
- Yaw Amount With Modifier: Horizontal camera rotation only if a modifier is additionally pressed. For example, the middle mouse button needs to be pressed to enable yawing via mouse movement.
- Pitch Amount: Vertical camera rotation.
- Zoom Amount: Increasing/decreasing the camera distance to the pivot.
- Select: Selects the clicked unit if it has a Selectable Layer.
- Command: Command the selected object to move to the clicked location (must have a Terrain Layer)
- Jump To Selection: Let the camera immediately jump to the currently selected object.
- Reset View: Resets the camera parameters to their start values.

3 Useful resources

As this asset is using Unity’s Nav Mesh Agent for commanding selected game objects, I highly recommend reading through the corresponding documentation: Navigation System in Unity.

The demo uses a URP Decal Projector for the Selection Circle prefab. To prevent other objects, like the units, from being targeted by the projector, Rendering Layers are used:

- Decal Rendering Feature
- Rendering Layers

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4 Got feedback, questions or problems?

Feedback, feature suggestions and asset reviews are highly appreciated.

In case of question, feel free to send me an email to mail@johnstairs.com. Even if considered outdated, this is the most reliable way to directly reach out to me.

If you are facing issues, please attach at least a screenshot showing your scene, the used variable values and error messages which might occur in the console.

Best regards,

John Stairs