

## Installing the plugin:

Drag folder from the archive to your Plugins folder in your project.

Then build the project from your IDE.

## Documentation on mirror settings:

**MirrorMaterial** – a material that will use the mirror's surface for display.

**RenderTargetHeights** – set the minimum and maximum height resolution for the mirror.

**RenderTargetWidths** – set the minimum and maximum width of the mirror.

**RenderTargetSizeDistances** – set the distance from the player to the mirror, at which the permissions described above will be applied to the mirror.

**CameraWidthLocationLimit** – the distance limit that is set on the mirror camera by width.

**CameraHeightLocationLimit** - the distance limit that is set on the mirror camera's height.

**MirrorVisibleCheckInterval** – the interval at which the player is checked to see if they are currently seeing a mirror.

**CameraLocAdjustConstant** - a constant for determining how far the camera needs to be from the mirror surface for the image to be reflected correctly (default value is -44).

**HiddenActors** - actors that will be ignored by the mirror camera (useful when we need to place the mirror close to the wall).

To enlarge the mirror, simply increase the mirror plane component itself (preferably so that ScaleX is equal to ScaleY).