

How to Use – Ultimate Camera Manager

Follow these steps to set up and use the plugin in your project:

Step 1 – Enable the Plugin

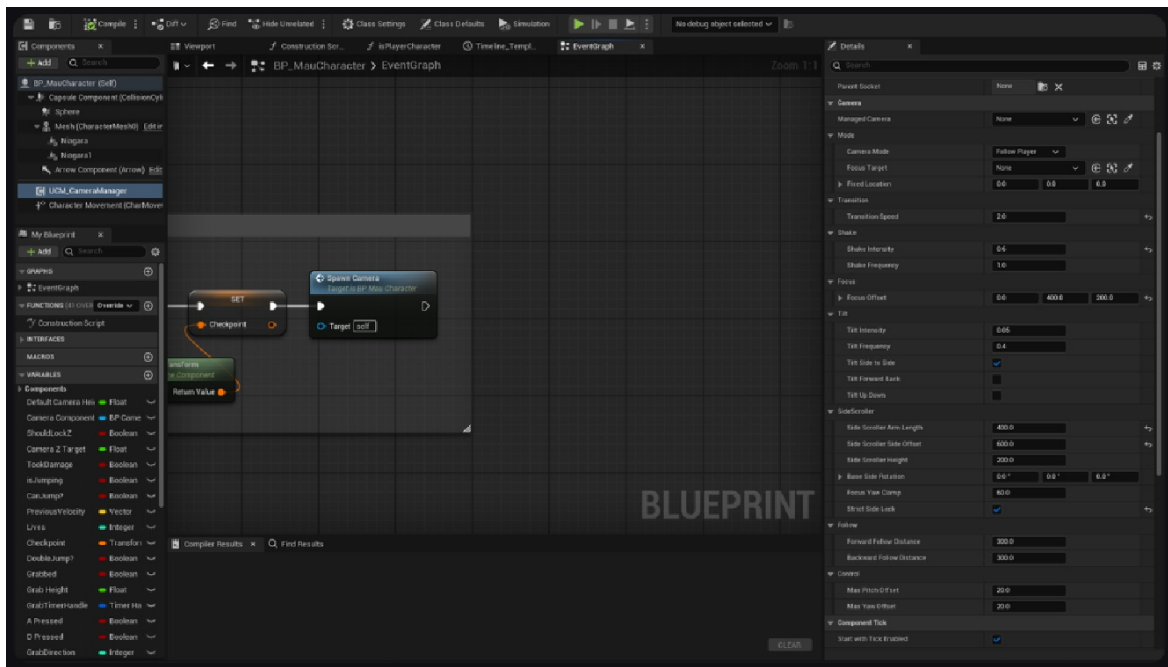
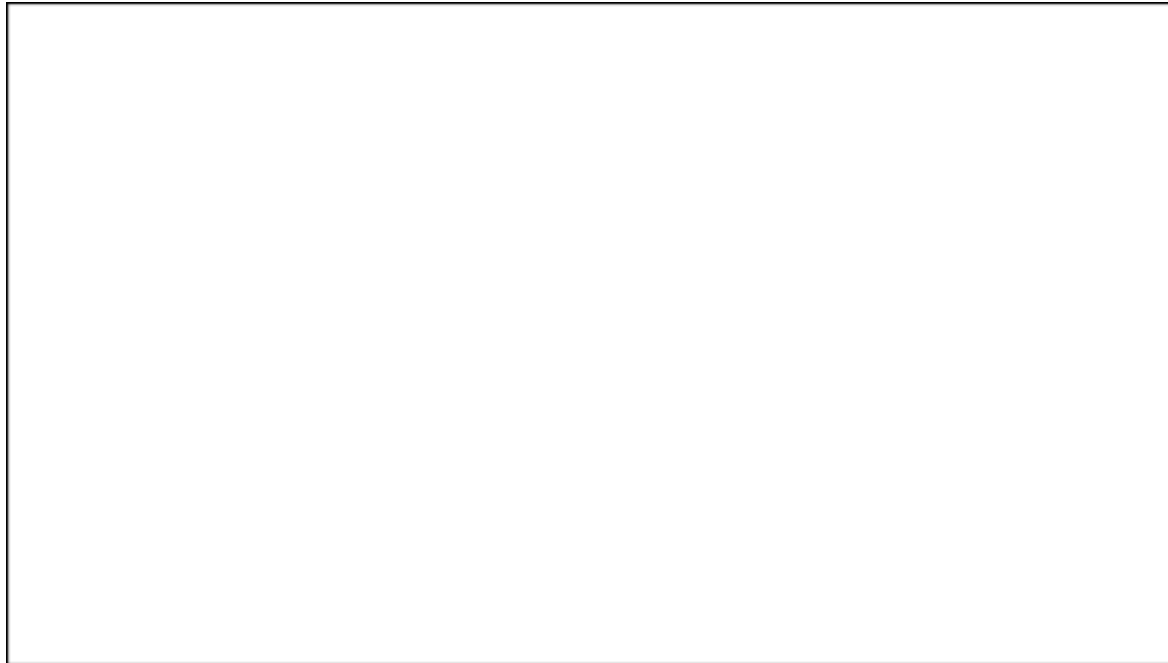
Open your Unreal Engine project.

Go to Edit → Plugins.

Search for Ultimate Camera Manager.

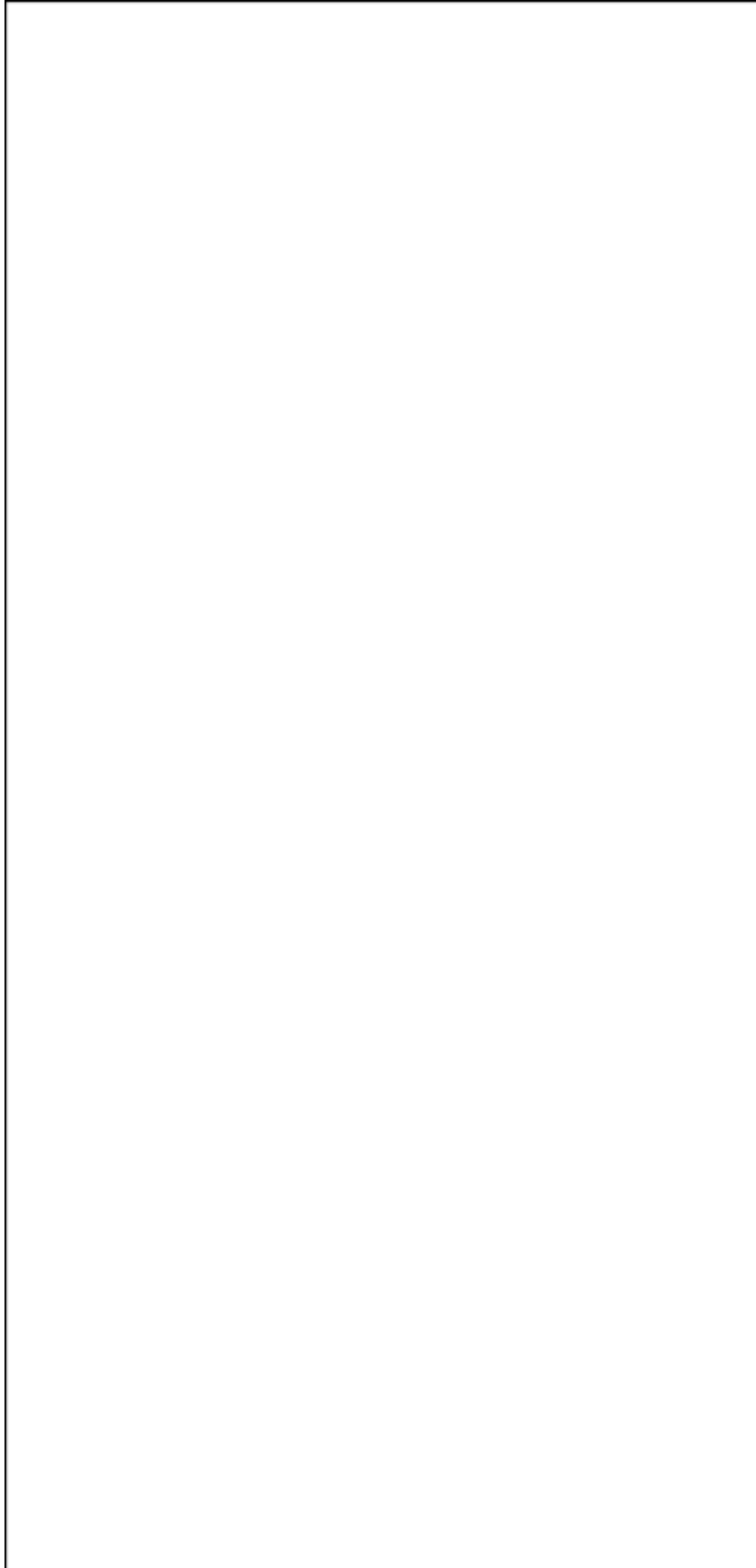
Enable it and restart the editor.

Step 2 – Add the Component to Your Character



Open your Player Character Blueprint (or any Actor you want the camera to follow).

In the Components Panel, click Add Component.

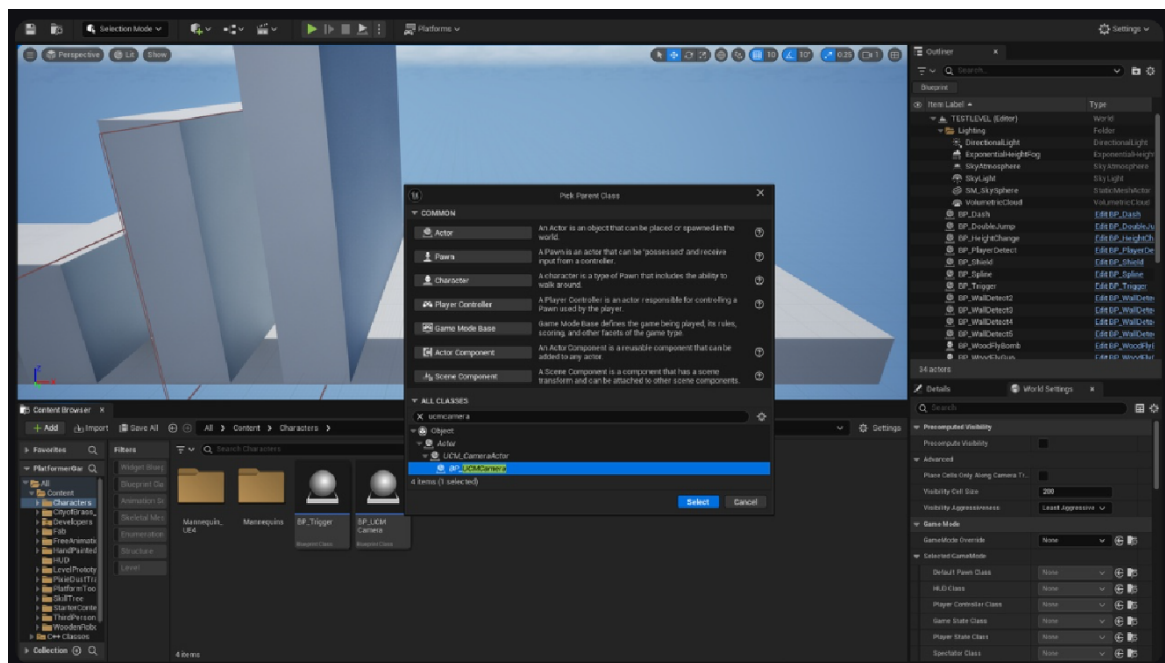
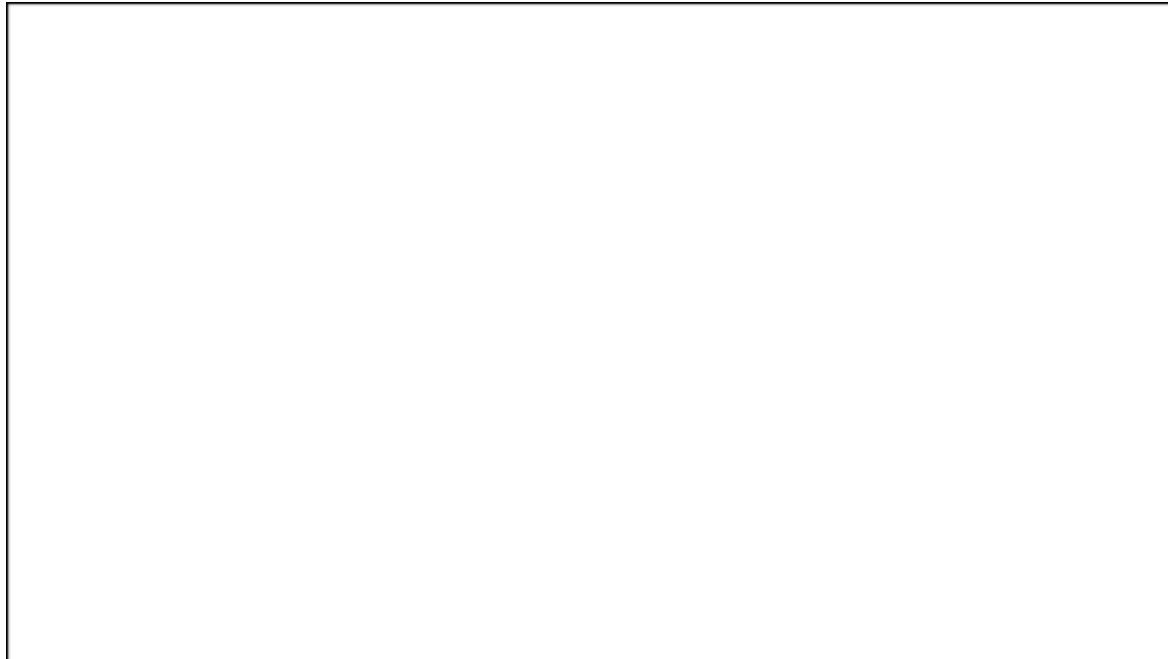


▼ Camera			
Managed Camera	None	↶	↷
▼ Mode			
Camera Mode	Follow Player	↶	
Focus Target	None	↶	↷
▶ Fixed Location	0.0	0.0	0.0
▼ Transition			
Transition Speed	2.0		↶
▼ Shake			
Shake Intensity	0.6		↶
Shake Frequency	1.0		
▼ Focus			
▶ Focus Offset	0.0	400.0	200.0
▼ Tilt			
Tilt Intensity	0.05		
Tilt Frequency	0.4		
Tilt Side to Side	☒		
Tilt Forward Back	☐		
Tilt Up Down	☐		
▼ SideScroller			
Side Scroller Arm Length	400.0		↶
Side Scroller Side Offset	600.0		↶
Side Scroller Height	200.0		
▶ Base Side Rotation	0.0 °	0.0 °	0.0 °
Focus Yaw Clamp	60.0		
Strict Side Lock	☒		↶
▼ Follow			
Forward Follow Distance	300.0		
Backward Follow Distance	300.0		
▼ Control			
Max Pitch Offset	20.0		
Max Yaw Offset	20.0		

Search for UCM_CameraManagerComponent and add it.

Compile and Save.

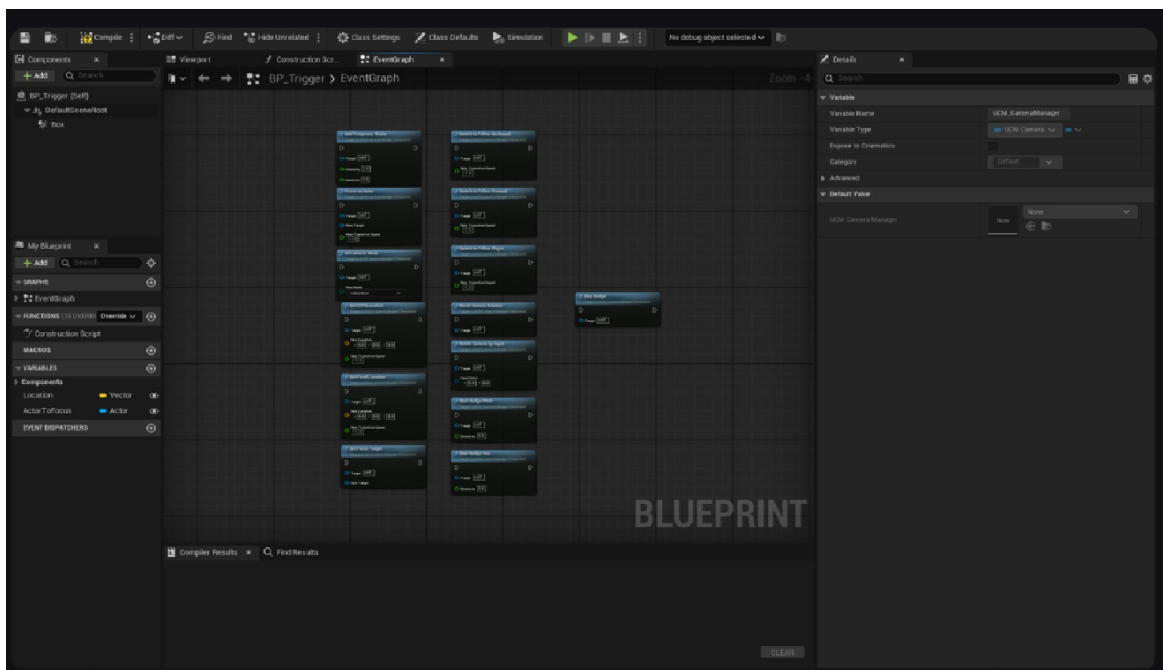
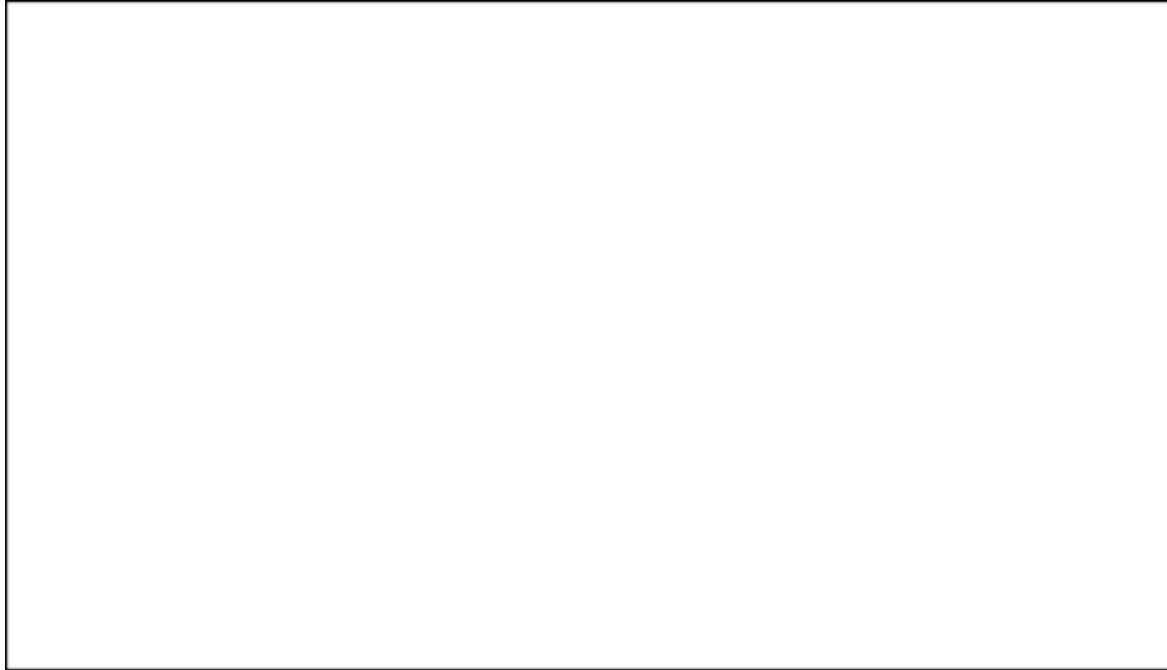
Step 3 – Play and Test the Default Camera



Hit Play → the plugin will automatically spawn and manage a cinematic camera for you.

By default, it will follow your player smoothly.

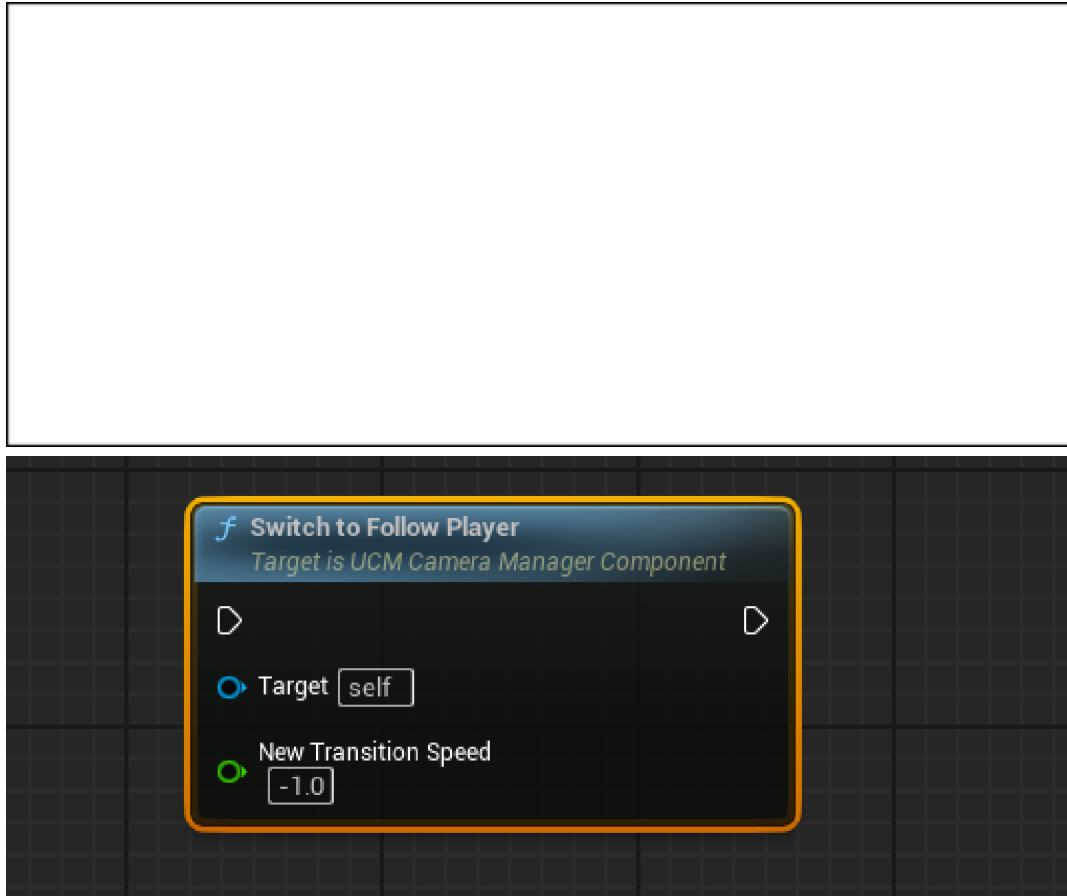
Step 4 – Switch Camera Modes



In Blueprints or C++, call these functions from the UCM_CameraManagerComponent:

SwitchToFollowPlayer() → Standard player-following camera.

In this the camera will follow player from a side scroller view and will remain until next change

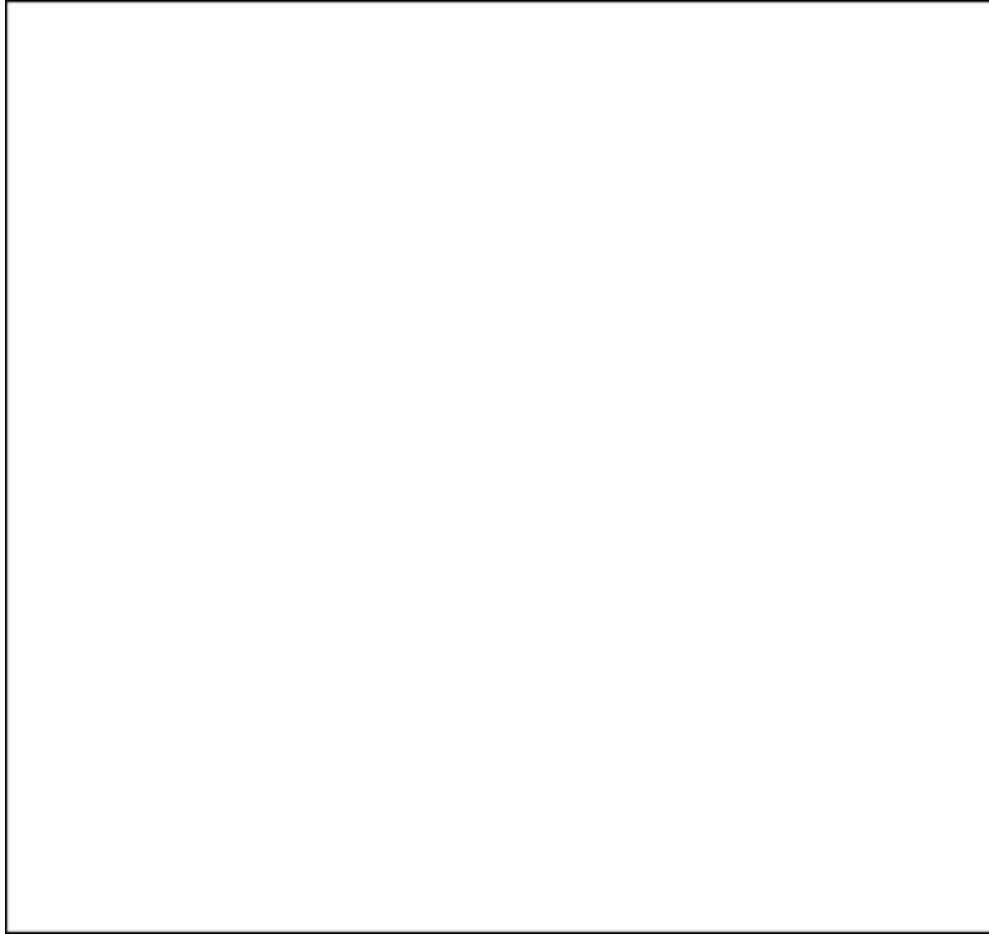


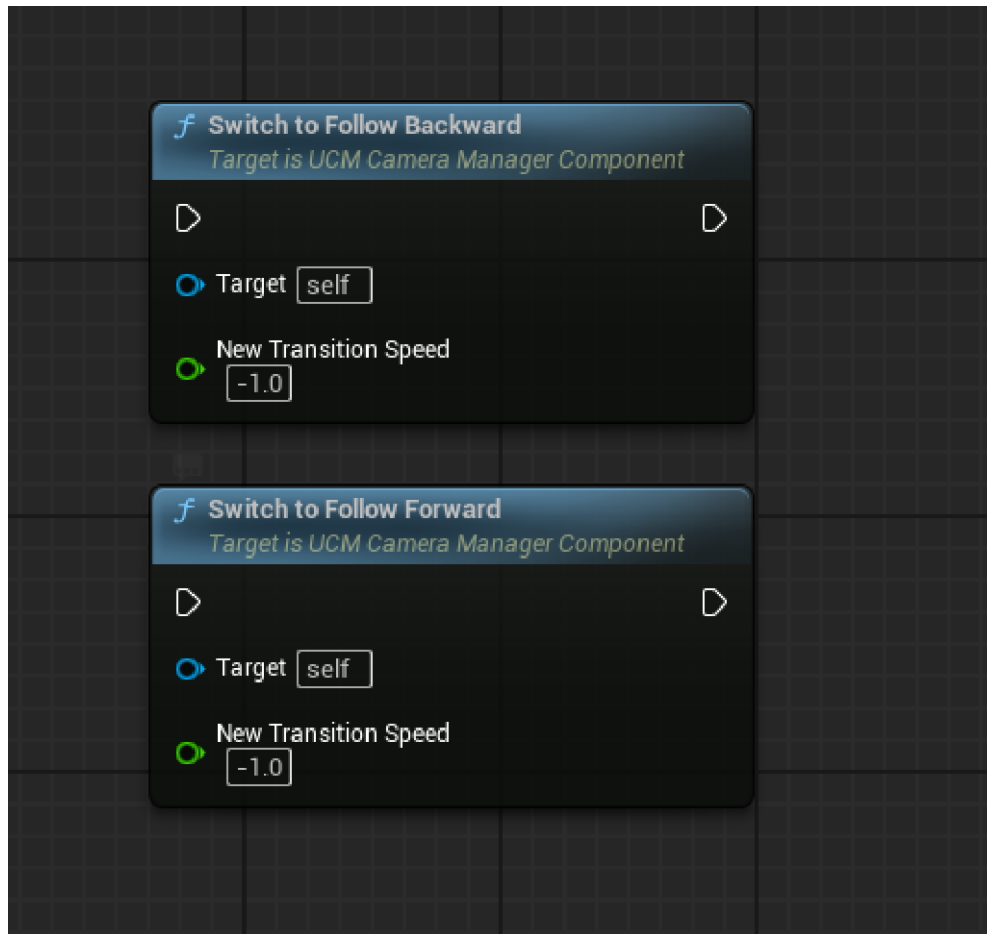
SwitchToFollowForward() → Camera looks ahead of the player.

in this the player will follow our character from a little ahead of players position which is changeable

SwitchToFollowBackward() → Camera stays behind.

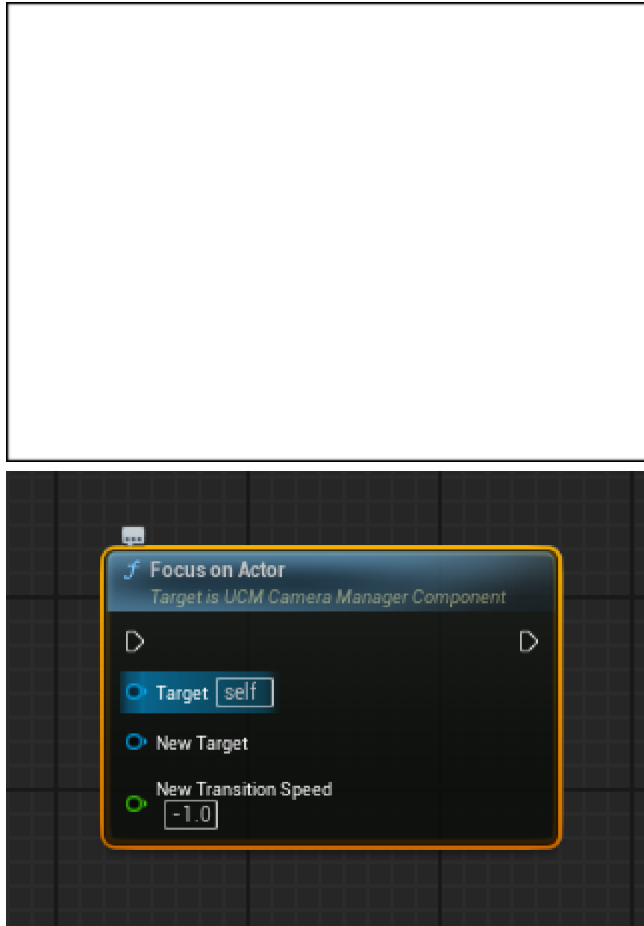
in this the player will follow our character from a little Behind of players position which is changeable





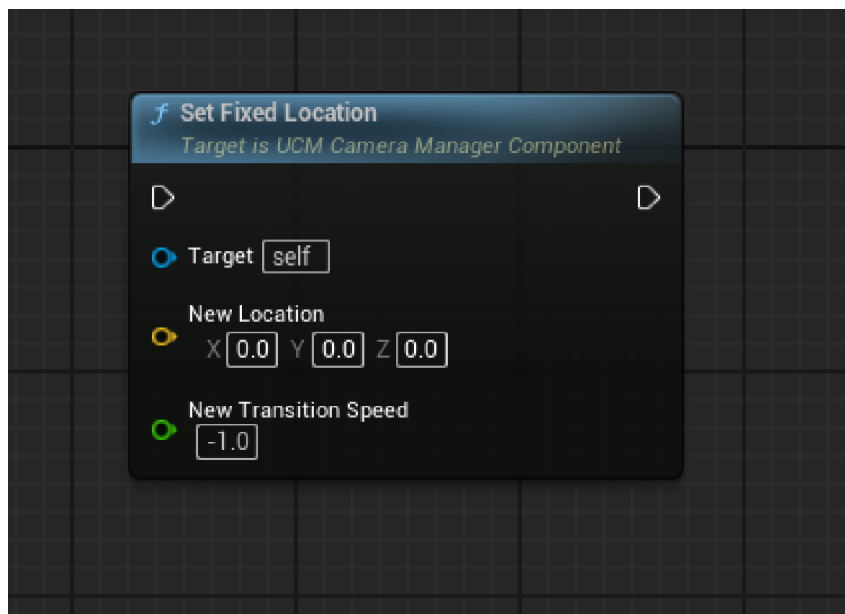
FocusOnActor(TargetActor) → Lock onto any actor in the scene.

In this the camera will focus on the actor all the time like a fixed camera at a place



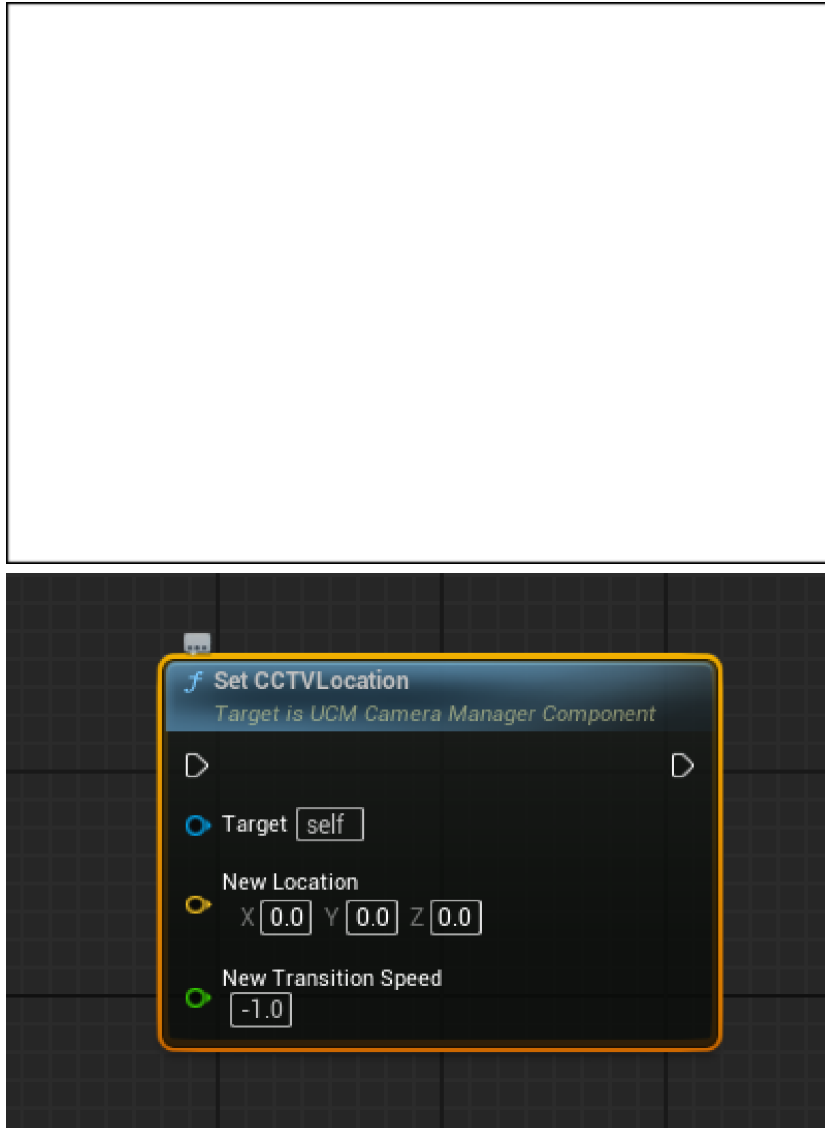
SetFixedLocation(Location) → Place camera at a fixed point.

In this the camera will not focus on anything it will just locked at a place in the world



SetCCTVLocation(Location) → CCTV-style camera that tracks the player.

In this mode the camera will fixed at a location and always faces at the players location like a CCTV



There is another mode for look at direction with arrows keys like in little nightmare

Step 5 – Add Cinematic Effects

Idle Shake & Tilt → Already active by default. Tweak values like ShakeIntensity, TiltFrequency, etc. in the Details Panel.

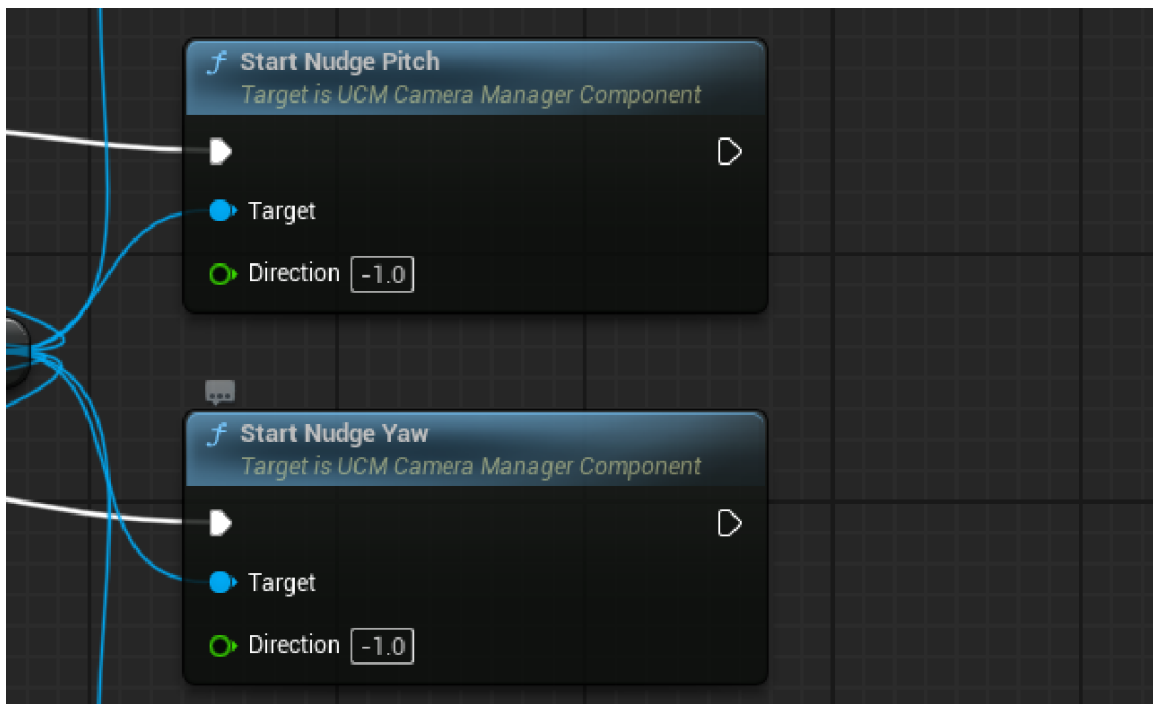
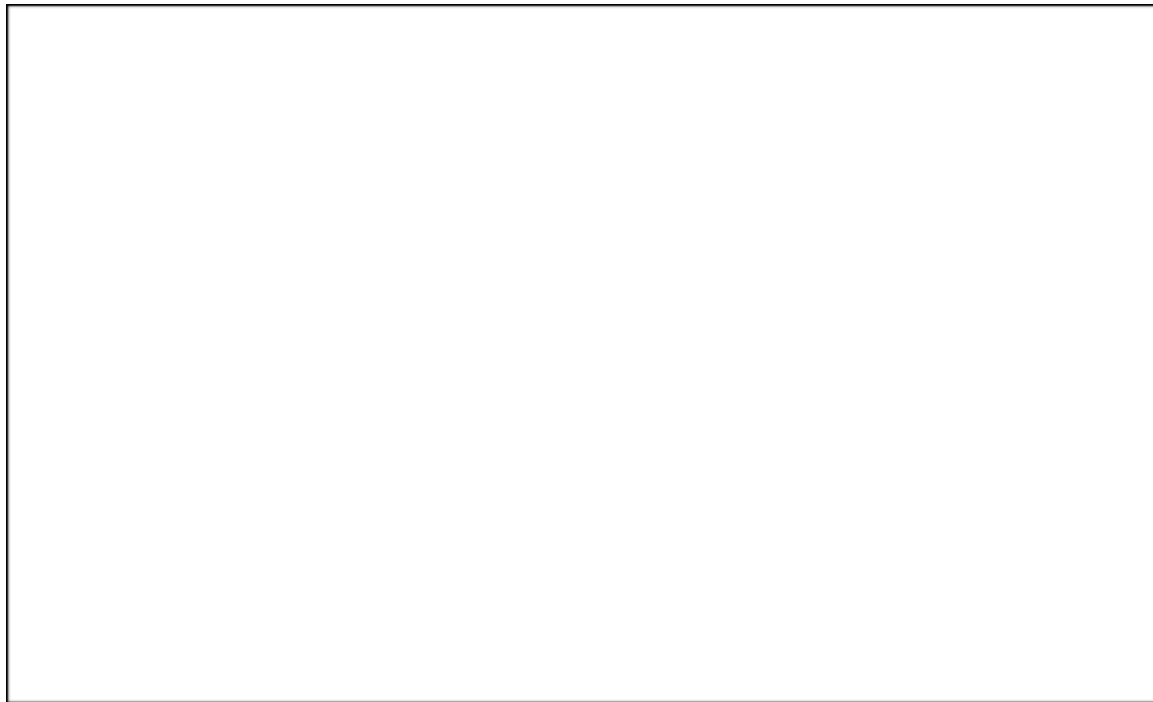
Temporary Shake (Jump/Climb, Impacts) → Call:

```
CameraManager->AddTemporaryShake(5.f, 0.5f);
```

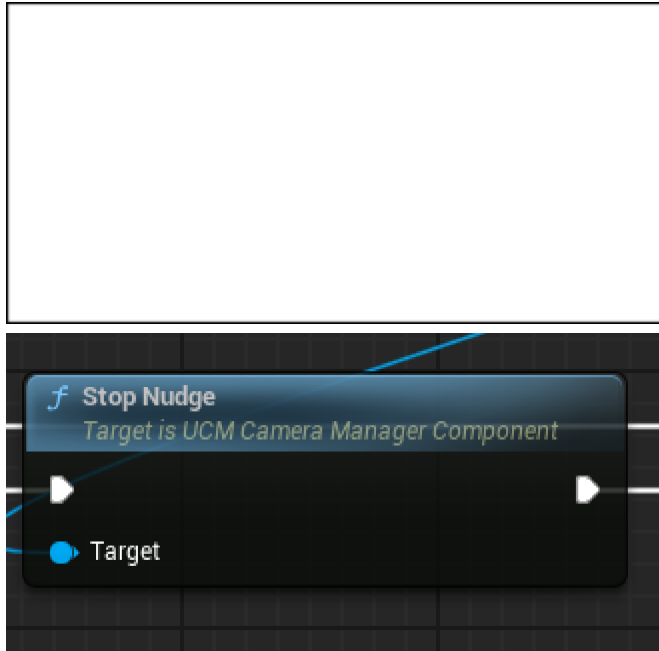
(This adds an extra shake on top of the idle shake for 0.5 seconds)

Step 6 – Manual Camera Controls (Optional)

Bind RotateCameraByInput() to mouse/joystick for free look.



like this you can set it and bind it on your desire keys and on for reset call this function



Use StartNudgeYaw() and StartNudgePitch() for smooth side nudges.

Call ResetCameraRotation() to smoothly return to default rotation.

Step 7 – Customize Settings

In the Details Panel of the component:

Change Transition Speed for faster/slower camera moves.

Adjust Side Offset, Arm Length, Z Height for side-scroller games.

Tweak Shake Intensity / Frequency for subtle or strong motion.

Enable/disable tilt directions (side-to-side, forward-back, up-down).

 **Done!**

You now have a cinematic, fully controllable camera system running in your game with almost zero setup.