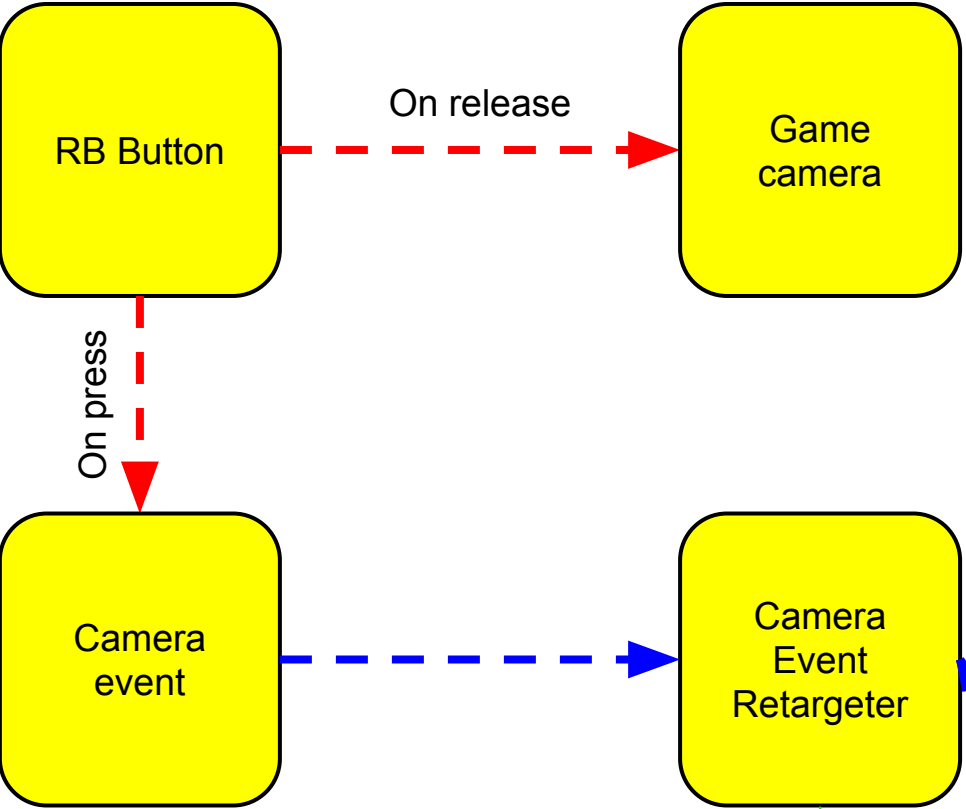


This flowchart is for giving the player a view of the game character from the nearest enemy when holding the RB button. If the enemy is destroyed the camera moves to the view from the next nearest enemy

However, the principle behind this is the same for any game which requires different events to occur based on the players proximity to a particular place or object. In this example, the enemies can move around and the camera will automatically switch to the closest one

Interval trigger  
Interval: 1 tick

Upon being destroyed, a state event for each enemy turns off the relevant Set Vector Event, and a separate Set Vector Event sets the relevant vector index to 10000, thereby removing the associated camera from the selection



All cameras target the game character

