## orxCAMERA structure

## **Summary**

```
[CameraTemplate]
FrustumHeight = <float>
FrustumWidth = <float>
FrustumNear = <float>
FrustumFar = <float>
Position = <vector>
Rotation = <float>
Zoom = <float>
```

## **Details**

Here's a list of the available properties for an orxCAMERA structure:

- FrustumNear/FrustumFar: Define the near and far planes for the acamera frustum. The near plane is excluded whereas the far plane is included when doing render culling.
- FrustumHeight/FrustumWidth: As orx's cameras are 2D ones, their frustum are prectangle cuboids instead of real prustums. If you want to achieve a 1:1 aspect ratio with your main display window, you can use the Display. ScreenHeight and Display. ScreenWidth values.
- Position: Camera's initial position.
- Rotation: Camera's initial rotation (along its Z-axis).
- Zoom: Camera's initial zoom.

From:

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