

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**: Defines the near and far planes for the [camera 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 [rectangle cuboids](#) instead of real [frustums](#). 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:

<https://www.orx-project.org/wiki/> - **Orx Learning**

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https://www.orx-project.org/wiki/en/orx/config/settings_structure/orxcamera?rev=1253709143

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