orxCAMERA structure

Summary

```
[CameraTemplate]
FrustumHeight = <float>
FrustumWidth  = <float>
FrustumNear   = <float>
FrustumFar    = <float>
ParentCamera  = CameraTemplate
Position      = <vector>
Rotation      = <float>
Zoom          = <float>
GroupList     = Group1 # ... # GroupN
```

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.
- `ParentCamera`: If defined, this camera will be a child of the other camera in the same way it's done for orxOBJECTs that have a ParentCamera property.
- `Position`: Camera's initial position.
- `Rotation`: Camera's initial rotation (along its Z-axis).
- `Zoom`: Camera's initial zoom.
- `GroupList`: Groups (of objects) will be rendered in the order of declaration. Up to 16 groups can be associated to a camera. Defaults to “default” group. [1)]

[1)]
Good discussions on GroupList rendering orders can be found at
http://orx-project.org/forum?func=view&catid=16&id=7254#7279 and
http://orx-project.org/forum?func=view&catid=12&id=7344

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

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