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)]

Latest config settings for the Development Version

We endeavor to keep the config properties on this page up to date as often as possible. For up to the minute config information for the latest version of Orx, check the most recent published at:

CreationTemplate.ini and

SettingsTemplate.ini

Additionally these files can be found under your orx source tree in the `orx/code/bin` folder.

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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