Fixing the Camera to an Object manually using a Clock

If you wish the camera to be fixed on a moving object, you will need to use code to update it regularly. The camera's x and y coordinates are copied from the object, but not the z coordinate.

Code

```
void orxFASTCALL Update(const orxCLOCK_INFO *_pstClockInfo, void *_pContext)
{
    orxVECTOR cameraPosition = { 0,0,0 };
    orxCamera_GetPosition(camera, &cameraPosition);

    orxVECTOR heroPosition= { 0,0,0 };
    orxObject_GetPosition(hero, &heroPosition);

    cameraPosition.fX = heroPosition.fX;
    cameraPosition.fY = heroPosition.fY;
    orxCamera_SetPosition(camera, &cameraPosition);
...
}

orxSTATUS orxFASTCALL Init()
{
...

  orxClock_Register(orxClock_FindFirst(orx2F(-1.0f), orxCLOCK_TYPE_CORE),
Update, orxNULL, orxMODULE_ID_MAIN, orxCLOCK_PRIORITY_LOWER);
...
```

Please note the use of `orxCLOCK_PRIORITY_LOWER` instead of `orxCLOCK_PRIORITY_NORMAL`. This mode ensures the camera is updated ***after*** all the objects which will ensure a rock solid lock.

A more simple method is to parent a camera to an object.