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 camera frustum. The near plane is excluded whereas the far plane is included when doing render culling.
- `FrustumHeight/FrustumWidth`: As orx is using 2D cameras, their frustum are rectangle cuboids instead of a real frustum. 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.
- `String`: Defines the content of this orxTEXT as plain text. **NB: If its value begins with a dollar ('$'), the rest of the value will be used as a key for the localization module.**
- `Position`: Camera's initial position.
- `Rotation`: Camera's initial rotation (along its Z-axis).
- `Zoom`: Camera's initial zoom.

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

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Last update: **2025/09/30 17:26 (14 months ago)**