

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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