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's cameras are 2D ones, 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.
- `Position`: Camera's initial position.
- `Rotation`: Camera's initial rotation (along its Z-axis).
- `Zoom`: Camera's initial zoom.