

# 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.

From:

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

Permanent link:

[https://orx-project.org/wiki/en/orx/config/settings\\_structure/orxcamera?rev=1253539200](https://orx-project.org/wiki/en/orx/config/settings_structure/orxcamera?rev=1253539200)

Last update: **2025/09/30 17:26 (4 months ago)**

