

orxCAMERA structure

Summary

```
[CameraTemplate]
FrustumHeight = <float>
FrustumWidth = <float>
FrustumNear = <float>
FrustumFar = <float>
ParentCamera = CameraTemplate
Position = <vector>
Rotation = <float>
Zoom = <float>
GroupList = Group1 # ... # GroupN
```

Details

Here's a list of the available properties for an orxCAMERA structure:

- **FrustumNear/FrustumFar**: Defines 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 real [frustums](#). 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.
- **ParentCamera**: If defined, this camera will be a child of the other camera in the same way it's done for orxOBJECTs that have a `ParentCamera` property.
- **Position**: Camera's initial position.
- **Rotation**: Camera's initial rotation (along its Z-axis).
- **Zoom**: Camera's initial zoom.
- **GroupList**: Groups (of objects) will be rendered in the order of declaration. Up to 16 groups can be associated to a camera. Defaults to "default" group. ¹⁾

¹⁾

Good discussions on GroupList rendering orders can be found at
<http://orx-project.org/forum?func=view&catid=16&id=7254#7279> and
<http://orx-project.org/forum?func=view&catid=12&id=7344>

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

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