Fixing the Camera to an Object by Parenting

If you wish the camera to be fixed on a moving object, like a camera handle (which you can apply FX to), you can parent the camera to an object.

Code

```
orxSTATUS orxFASTCALL Init()
{
...

    orxVIEWPORT *viewport = orxViewport_CreateFromConfig("Viewport");
    orxCAMERA *camera = orxViewport_GetCamera(viewport);

    orxOBJECT *cameraHandle = orxObject_CreateFromConfig("CameraHandle");

    orxCamera_SetParent(camera, cameraHandle);

...
```

You can also do this using a Clock to continually re-position a camera on to an object's position.

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

Permanent link:
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