

# 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**

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