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.

