

Fixing Objects to a Camera (great for UI)

Handy for using UI Objects, and fixing them to the Camera. If the Camera changes position, the child UI Objects move with it, giving the impression of being fixed into place. This example does not use relative parent space: `UseParentSpace = false`

Code

```
orxViewport_CreateFromConfig("Viewport");  
orxObject_CreateFromConfig("ScoreObject");
```

Config

```
[Viewport]  
Camera          = Camera  
  
[Camera]  
FrustumWidth    = 800  
FrustumHeight   = 600  
FrustumFar      = 1.0 ;Maximum object distance is 0.0  
FrustumNear     = 0.0 ;Minimum object distance is -1.0  
Position        = (400.0, 300.0, -1.0) ;Note camera Z is -1.0. Visible object  
range is -1.0 to 0.0  
  
[ScoreObject]  
Graphic         = ScoreTextGraphic  
ParentCamera    = Camera  
UseParentSpace  = false  
Position        = (-380, -280, 0.1) ;note position 0.1 sits in front of the  
camera  
Color           = (255, 255, 255)  
  
[ScoreTextGraphic]  
Text            = ScoreText  
  
[ScoreText]  
String          = 10000
```

From:

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

Permanent link:

https://orx-project.org/wiki/en/tutorials/cameras/fixing_objects_to_the_camera

Last update: **2025/09/30 17:26 (3 months ago)**



Last
update:
2025/09/30
17:26 (3
months
ago)

en:tutorials:cameras:fixing_objects_to_the_camera https://orx-project.org/wiki/en/tutorials/cameras/fixing_objects_to_the_camera
