

Scroll, Cameras and Viewports

This is a super short tutorial, more a reminder of how Cameras and Viewports are a tad different from a plain orx project.

The MainCamera and MainViewport

In a Scroll project, the MainCamera and MainViewport are created automatically. They are not created manually in the `init()` function like in a plain orx project.

As long as they are defined in the config file (and they come with a generated project), then they will be created when the game starts.

Getting Access

Of course you can still get access to the default ones via code using:

```
orxFLOAT viewportWidth = 0;
orxFLOAT viewportHeight = 0;

orxViewport_GetSize(this->GetMainViewport(), &viewportWidth,
&viewportHeight);
```

and...

```
camera = this->GetMainCamera();
currentZoom = orxCamera_GetZoom(camera);
```

Other Viewports

You can continue to create other viewports the standard way, for example:

```
orxViewport_CreateFromConfig("SomeOtherViewport");
```

And matching config could be:

```
[HudViewport]
Camera          = HudCamera
Size = (200, 200, 0)
RelativePosition = bottom right
```

```
[HudCamera]
FrustumWidth  = 200
FrustumHeight = 200
FrustumFar    = 2.0
FrustumNear   = 0.0
Position      = (0.0, 0.0, -2.0)
Zoom          = 0.02
```

That's it, nice and short.

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