

# getCameraFOV



<b>Introduced in</b>	
<b>Version:</b>	2.11
<b>Description</b>	
<b>Description:</b>	Returns the FOV (Field of Vision) for a unit.  Optics are only considered for personal weapons. If the user is looking through the optics of a vehicle or static weapons, the default FOV is returned.
<b>Syntax</b>	
<b>Syntax:</b>	<code>getCameraFOV unit</code>
<b>Parameters:</b>	<ul style="list-style-type: none"><li>unit: <a href="#">Object</a> - Unit to check.</li></ul>
<b>Return Value:</b>	<a href="#">Number</a> - Current FOV. The smaller the FOV, the larger the magnification factor (default: 0.95).
<b>Examples</b>	
<b>Examples:</b>	<code>_zooming = (getCameraFOV unit1&lt;.95)</code>
<b>Additional Information</b>	
<b>See also:</b>	<a href="#">opticsState</a> , <a href="#">getMuzzleOpticsZoom</a>
<b>Multiplayer:</b>	
<b>Problems:</b>	

## Notes