

camSetFrustum



Introduced in	
Version:	3.7
Description	
Description:	<p>Sets a camera's view frustum. Identical to setCamFrustum, but the effect is <i>only</i> applied to the specified camera.</p> <p>All parameters are given as tangents of angles, going from the center of the camera direction.</p>
Syntax	
Syntax:	camera camSetFrustum [custom, width, height]
Parameters:	<ul style="list-style-type: none">camera: Object - Camera whose frustum to modify (can be an RTT cam). If set to false, resets frustum.custom: Boolean - If set to false, resets frustum.width: Number - Changes only the FOV if height isn't set.height: Number - Changes the aspect ratio when set with width. (Optional)
Return Value:	Boolean - Set to true if command succeeded.
Alternative Syntax	
Syntax:	camera camSetFrustum [custom, left, right, bottom, top]
Parameters:	<ul style="list-style-type: none">camera: Object - Camera whose frustum to modify (can be an RTT cam). If set to false, resets frustum.custom: Boolean - If set to false, resets frustum.left: Number - Sets left side angle of frustum.right: Number - Sets right side angle of frustum.bottom: Number - Sets bottom side angle of frustum.top: Number - Sets top side angle of frustum.
Return Value:	Boolean - Set to true if command succeeded.
Examples	
Examples:	<p>Sets FOV width to 60 degrees from center of camera direction to both sides (120 degrees total), height is adjusted so aspect ratio is kept.</p> <pre>cam1 camSetFrustum [true, tan 60]</pre> <p>Sets FOV width to 50 degrees total (25 degrees from center of camera direction to both sides):</p> <pre>cam1 camSetFrustum [true, tan (50/2)]</pre> <p>Resets the camera frustum to default view:</p> <pre>cam1 camSetFrustum [false]</pre>
Additional Information	
See also:	camFrustum , setCamFrustum
Multiplayer:	
Problems:	

Notes

