

IG_UpdateCamera

VBS IG
2.3.0

Introduced in	
Version:	2.3.0
Description	
Description:	Updates a view or view group. The function needs to run directly on an IG instance, since you cannot specify the view ID when calling the command. Note: Must have an IG View Object in the scenario to see effects.
Syntax	
Syntax:	[groupID, [left, right, top, bottom], [x, y, z],[roll, pitch, yaw]] call IG_UpdateCamera
Parameters:	<ul style="list-style-type: none">• groupID: Number - The ID of the camera group you are updating. This value can be zero to indicate the camera does not belong to a group.• left: Number - The left frustum.• right: Number - The right frustum.• top: Number - The top frustum.• bottom: Number - The bottom frustum.• x: Number - The X position offset of the camera.• y: Number - The Y position offset of the camera.• z: Number - The Z position offset of the camera.• roll: Number - The roll of the camera.• pitch: Number - The pitch of the camera.• yaw: Number - The yaw of the camera.
Return Value:	Nothing
Examples	
Examples:	[1, [-25,25,-15,15], [0,0,0], [0,0,0]] call IG_UpdateCamera;
Additional Information	
See also:	Gateway ViewAttachGroup , Gateway ViewClearGroup , Gateway ViewGet , Gateway ViewModify , Gateway ViewRemove
Multiplayer:	
Problems:	

Notes

