set()

Sets the camera's position, orientation, and projection by copying another camera.

The parameter, `cam`, is the `p5.Camera` object to copy. For example, calling `cam2.set(cam1)` will set `cam2` using `cam1`'s configuration.

Examples

```
// Double-click to "reset" the camera zoom.

let cam1;
let cam2;

function setup() {
  createCanvas(100, 100, WEBGL);

  // Create the first camera.
  cam1 = createCamera();

  // Place the camera at the top-right.
  cam1.setPosition(400, -400, 800);

  // Point it at the origin.
  cam1.lookAt(0, 0, 0);

  // Create the second camera.
  cam2 = createCamera();

  // Copy cam1's configuration.
  cam2.set(cam1);

  describe(
    'A white cube drawn against a gray background. The camera slowly moves forward. The camera resets when the user double-clicks.'
  );
}

function draw() {
  background(200);
```

Syntax

```
set(cam)
```

Parameters

cam	p5.Camera: camera to copy.

This page is generated from the comments in src/webgl/p5.Camera.js . Please feel free to edit it and submit a pull request!

Related References

camera
Sets the position and orientation of the camera.

centerX
The x-coordinate of the place where the camera looks.

centerY
The y-coordinate of the place where the camera looks.

centerZ
The y-coordinate of the place where the camera looks.