SetCameraInterior

Sets the interior of the local camera. Only the interior of the camera is changed, the local player stays in the interior he was in.

Syntax

Server

```
bool setCameraInterior ( player thePlayer, int interior )
```

OOP Syntax Help! I don't understand this!

> **Method**: *player:setCameraInterior(...)*
> **Variable**: *.cameraInterior*
> **Counterpart**: *getCameraInterior*

Required Arguments

- **thePlayer:** the player whose camera interior will be set.
- **interior:** the interior to place the camera in.

Client

```
bool setCameraInterior ( int interior )
```

OOP Syntax Help! I don't understand this!

> **Method**: *Camera.setInterior(...)*
> **Variable**: *.interior*
> **Counterpart**: *getCameraInterior*

Required Arguments

- **interior:** the interior to place the camera in.

Returns

Returns *true* if the camera's interior was changed successfully, *false* otherwise.