SetCameraTarget

This function allows you to set a player's camera to follow other elements instead. Currently supported element type is:

- Players

Syntax

Server

```
bool setCameraTarget ( player thePlayer [, player target = nil ] )
```

OOP Syntax Help! I don't understand this!

> **Method**: *player:setCameraTarget(...)*
> **Variable**: *.cameraTarget*
> **Counterpart**: *getCameraTarget*

Required Arguments

- **thePlayer:** The player whose camera you wish to modify.

Optional Arguments

- **target:** The player who you want the camera to follow. If none is specified, the camera will target the player.

Client 1

```
bool setCameraTarget ( player target )
```

Required Arguments

- **target:** The player who you want the local camera to follow.

Client 2

This syntax mantains the player targeted by the camera, but makes the camera look at the specified coordinates. It has no effect when the camera doesn't have a target.

```
bool setCameraTarget ( float targetX, float targetY, float targetZ )
```

Required Arguments

- **targetX, targetY, targetZ:** The target position that you want the local camera to look at.

Returns

Returns *true* if the function was successful, *false* otherwise.