

GetCameraTarget

This function returns an element that corresponds to the current target of the specified player's camera (i.e. what it is following).

Syntax

Server

```
element getCameraTarget ( player thePlayer )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *player:getCameraTarget(...)*

Variable: *.cameraTarget*

Counterpart: *setCameraTarget*

Required Arguments

- **thePlayer:** The player whose camera you wish to receive the target of.

Client

```
element getCameraTarget ()
```

Returns

- Returns an element of the target if the function was successful, or *false* if bad arguments were specified
- Returns *false* if the camera is in Fixed mode and has no target.