

GetCameraMatrix

This function gets the position of the camera and the position of the point it is facing.

Important Note: Server-side this functions returns false or the latest value set via setCameraMatrix (called from server or client).

Syntax

Server

```
float float float float float float float float getCameraMatrix ( player thePlayer )
```

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

Method: *player:getCameraMatrix(...)*

Variable: *.cameraMatrix*

Counterpart: *setCameraMatrix*

Required Arguments

- **thePlayer:** The player whose camera matrix is to be returned.

Client

```
float float float float float float float float getCameraMatrix ()
```

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

Method: *Camera.getMatrix(...)*

Variable: *.matrix*

Counterpart: *setCameraMatrix*

Returns

This function returns 8 floats if the argument is valid (when applicable); the first three indicate the position of the camera, the next three indicate the position of the point it's facing, and the last two are the roll and field of view. Returns *false* if the argument is invalid.