

GetCameraViewMode

This function allows you to get the active camera view modes. This indicates at what distance the camera will follow the player or vehicle.

Syntax

int, int getCameraViewMode ()

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

Method: *Camera.getCameraViewMode(...)*

Variable: *.viewMode*

Counterpart: *setCameraViewMode*

Returns

BEFORE VERSION 1.5.8 r20851:

Returns an int indicating the current vehicle camera view mode. Their meanings can be seen below.

Returns two ints indicating the current vehicle and ped camera view mode respectively. Their meanings can be seen below.

Vehicle Modes:

- **0:** Bumper
- **1:** Close external
- **2:** Middle external
- **3:** Far external
- **4:** Low external
- **5:** Cinematic

Ped Modes:

- **1:** Close
- **2:** Middle
- **3:** Far