

GetCameraInterior

Returns the interior of the local camera (independent of the interior of the local player).

Procedural

Syntax

Server

```
int getCameraInterior ( player thePlayer )
```

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

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

Required Arguments

- thePlayer:** The player whose camera interior you want to get.

Client

```
int getCameraInterior ( )
```

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

- Method:** *Camera.getInterior(...)*
- Variable:** *.interior*
- Counterpart:** *setCameraInterior*

Returns

Returns an *integer* indicating the camera's interior, *false* if the argument is invalid.