SetCameraViewMode

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

Syntax

```
bool setCameraViewMode ( int vehicleCameraMode [, int pedCameraMode ] )
```

OOP Syntax Help! I don't understand this!

> **Method**: *Camera.setCameraViewMode(...)*
> **Variable**: *.viewMode*
> **Counterpart**: *getCameraViewMode*

Required Arguments

- **vehicleCameraMode**: The view mode you wish to use when inside vehicles.

Optional Arguments

- **pedCameraMode**: The view mode you wish to use when you are not inside vehicles.

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

Returns

Returns *true* if the view(s) were set correctly, *false* otherwise.