GetCameraFieldOfView

This function returns the field of view of the *dynamic camera* as set by setCameraFieldOfView.

Syntax

```
float getCameraFieldOfView ( string cameraMode )
```

OOP Syntax Help! I don't understand this!

    Method: *Camera.getFieldOfView(...)*
    Variable: *.fov*
    Counterpart: *setCameraFieldOfView*

Required Arguments

- **cameraMode:** the camera mode to get the field of view of
  - "player": whilst walking/running
  - "vehicle": whilst in vehicle
  - "vehicle_max": the max the field of view can go to when the vehicle is moving at a high speed (must be higher than "vehicle")

Returns

Returns one float - the field of view angle