

SetCameraFieldOfView

This function sets the field of view of the *dynamic camera* - this is the field of view of the *non-fixed camera* - yes, the camera that the user can control whilst on foot or in a vehicle. The higher the field of view angle, the more you will be able to see to your sides.

Note: setCameraFieldOfView overrides the user game option in *Settings->Video->FOV*

Note: setCameraFieldOfView does not affect the FOV for the following camera modes: 1) Player aiming 2) Vehicle front bumper camera 3) Fixed camera

Syntax

```
bool setCameraFieldOfView ( string cameraMode, float fieldOfView )
```

OOP Syntax Help! I don't understand this!

Method: *Camera.setFieldOfView(...)*

Counterpart: *getCameraFieldOfView*

Required Arguments

Note: after 100, some unexpected things may happen to the camera, particularly in vehicles, use carefully!

- **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")
- **fieldOfView:** The field of view angle, 0 to 179.

Returns

Returns *true* if the arguments are valid, *false* otherwise.