照相机标识

enum class CameraFlag

{

DEFAULT = 1,

USER1 = 1 << 1,

USER2 = 1 << 2,

USER3 = 1 << 3,

USER4 = 1 << 4,

USER5 = 1 << 5,

USER6 = 1 << 6,

USER7 = 1 << 7,

USER8 = 1 << 8,

};

实际上Camera是一个Node

class CC\_DLL Camera :public Node

而且在遍历Scene中的Node的时候，由于Scene可以同时存在多个Camera，在Node中存在CameraMask，通过掩码进行比较，查看Node在哪些Camera中可以看见：

bool Node::isVisitableByVisitingCamera() const

{

auto camera = Camera::getVisitingCamera();

bool visibleByCamera = camera ? ((unsigned short)camera->getCameraFlag() & \_cameraMask) != 0 : true;

return visibleByCamera;

}