



Function holoscan::viz::GetCameraPose

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- Defined in [File holoviz.hpp](#)

Function Documentation

`void holoscan::viz::GetCameraPose(size_t size, float *matrix)`

Get the camera pose.

The camera parameters are returned in a 4x4 row major projection matrix.

The camera is operated using the mouse.

- Orbit (LMB)
- Pan (LMB + CTRL | MMB)
- Dolly (LMB + SHIFT | RMB | Mouse wheel)
- Look Around (LMB + ALT | LMB + CTRL + SHIFT)
- Zoom (Mouse wheel + SHIFT)

Parameters

- **size** – size of the memory `matrix` points to in floats
- **matrix** – pointer to a float array to store the row major projection matrix to

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