



## Point camera



*The correct title of this article is "point\_camera". The initial letter is capitalised due to technical restrictions.*

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## Entity Description

Same as the hl2 camera, this is used to setup a camera that can render to a monitor, used extensively for cyberspace (it's also the entity used for a dys\_jackpoint spawn destination in cyberspace)

## Keyvalues

### Render Target

This sets which camera texture it will use. This is used when setting up multiple monitors to be shown at once. The default texture is `_rt_Camera`, for any other screens you want rendered at once, use `camera1`, `camera2`, `camera3` & `camera4`.

## Flags

*None*

## Inputs

*None*

## Outputs

*None*

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