

RAY::Camera::ICamera

+ ~ICamera()  
+ getMatrix()



RAY::Camera::Camera2D

- \_camera  
- \_\_pad0\_\_

+ Camera2D()  
+ Camera2D()  
+ ~Camera2D()  
+ operator=()  
+ setOffset()  
+ setTarget()  
+ setRotation()  
+ setZoom()  
+ getOffset()  
+ getTarget()  
+ getRotation()  
+ getZoom()  
+ getMatrix()