

RAY::Camera::ICamera

+ ~ICamera()
+ getMatrix()



RAY::Camera::Camera3D

- _camera
- _mode
- __pad0__

+ Camera3D()
+ Camera3D()
+ ~Camera3D()
+ operator=()
+ setPosition()
+ setTarget()
+ setUp()
+ setFovy()
+ setProjection()
+ getPosition()
and 7 more...