RAY::Camera::ICamera + ~ICamera() + getMatrix() RAY::Camera::Camera2D RAY::Camera::Camera3D camera mode pad0 + Camera2D() + Camera2D() + Camera3D() + ~Camera2D() + Camera3D() + operator=() + ~Camera3D() + operator=() + setPosition() + setRotation() + setTarget() + setUp() + setFovy() + setProjection() + getRotation() + getPosition() and 7 more...

camera

pad0

+ setOffset()

+ setTarget()

+ setZoom()

+ getOffset()

+ getTarget()

+ getZoom()

+ getMatrix()