

ch.innovazion.arionide.ui.core.gl.
GLRenderer.loadViewProjection

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graph LR; A[ch.innovazion.arionide.ui.core.gl.  
GLRenderer.loadViewProjection] --> B[ch.innovazion.arionide.ui.core.gl.  
General3DSettings.setProjection]; A --> C[ch.innovazion.arionide.ui.core.gl.  
General3DSettings.setView];
```

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General3DSettings.setProjection

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General3DSettings.setView