


crl::gui::TrackingCamera
::processRightMouseMovement



```
graph LR; A[crl::gui::TrackingCamera::processRightMouseMovement] --> B[crl::gui::TrackingCamera::getViewMatrix]; B --> C[crl::gui::TrackingCamera::position];
```

crl::gui::TrackingCamera
::getViewMatrix

crl::gui::TrackingCamera
::position