


Camera::setSpeed



```
graph LR; A[Camera::setSpeed] --> B[Camera::speed]
```

A diagram illustrating a method call. On the left, a gray rectangular box contains the text "Camera::setSpeed". A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text "Camera::speed". Both boxes have a black border.

Camera::speed