


Oculus::setAngles



```
graph LR; A["Oculus::setAngles"] --> B["Oculus::angles"]
```

A diagram showing a function call to a variable. On the left, a gray rectangular box contains the text "Oculus::setAngles". 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 "Oculus::angles". Both boxes have a black border.

Oculus::angles