

Camera::GetCameraState



```
graph LR; A[GameSceneState_Start::Init] --> B[Camera::GetCameraState];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'Camera::GetCameraState'. The box on the right is white and contains the text 'GameSceneState\_Start' on the top line and '::Init' on the bottom line. A dark blue arrow points from the right side of the white box to the left side of the gray box.

GameSceneState\_Start  
::Init