

BARE2D::Camera2D::getView
SpaceFromScreenSpace

```
graph LR; A[BARE2D::Camera2D::getViewSpaceFromScreenSpace] --> B[BARE2D::Camera2D::getViewedPositionFromScreenPosition]; A --> C[BARE2D::Camera2D::getViewedSizeFromScreenSize];
```

The diagram illustrates a function call sequence. A central box on the left, labeled 'BARE2D::Camera2D::getViewSpaceFromScreenSpace', has two arrows pointing to the right. The top arrow points to a box labeled 'BARE2D::Camera2D::getViewedPositionFromScreenPosition', and the bottom arrow points to a box labeled 'BARE2D::Camera2D::getViewedSizeFromScreenSize'.

BARE2D::Camera2D::getViewed
PositionFromScreenPosition

BARE2D::Camera2D::getViewed
SizeFromScreenSize