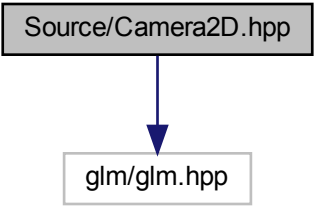


Source/Camera2D.hpp



```
graph TD; A[Source/Camera2D.hpp] --> B[glm/glm.hpp]
```

glm/glm.hpp