

BGE::GameComponent

```
classDiagram
    BGE::Camera --|> BGE::GameComponent
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a black border containing the text "BGE::GameComponent". Below it is a gray rectangular box with a black border containing the text "BGE::Camera". A blue arrow points vertically from the top of the "BGE::Camera" box to the bottom of the "BGE::GameComponent" box, indicating that "BGE::Camera" inherits from "BGE::GameComponent".

BGE::Camera