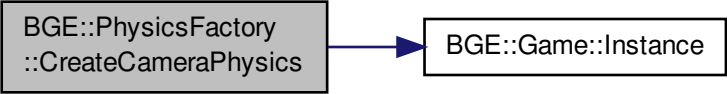


BGE::PhysicsFactory  
::CreateCameraPhysics



```
graph LR; A["BGE::PhysicsFactory  
::CreateCameraPhysics"] --> B["BGE::Game::Instance"]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'BGE::PhysicsFactory' and '::CreateCameraPhysics' on two lines. The right box is white with a black border and contains the text 'BGE::Game::Instance' on one line. A blue arrow points from the right side of the left box to the left side of the right box.

BGE::Game::Instance