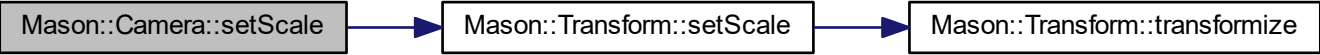


Mason::Camera::setScale



```
graph LR; A[Mason::Camera::setScale] --> B[Mason::Transform::setScale]; B --> C[Mason::Transform::transformize];
```

Mason::Transform::setScale

Mason::Transform::transformize