

vaRenderer::Reshape



```
graph LR; A[vaRenderer::Reshape] --> B[PinholeCamera::setViewport]
```

A diagram showing a call from `vaRenderer::Reshape` to `PinholeCamera::setViewport`. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

PinholeCamera::setViewport