

Camera::getFrontVector



```
graph LR; A[Camera::getFrontVector] --> B[Vector3::magnitude]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'Camera::getFrontVector'. The right box is white and contains the text 'Vector3::magnitude'. A blue arrow points from the right side of the gray box to the left side of the white box.

Vector3::magnitude