

Gear::OrthographicCamera

- m_ProjectionMatrix
- m_ViewMatrix
- m_ViewProjectionMatrix
- m_Position
- m_Rotation

- + OrthographicCamera()
- + GetPosition()
- + SetPosition()
- + GetRotation()
- + SetRotation()
- + SetProjection()
- + GetProjectionMatrix()
- + GetViewMatrix()
- + GetViewProjectionMatrix()
- RecalcultateViewMatrix()