

Camera2D::update



```
graph LR; A[Camera2D::update] --> B[Camera2D::follow];
```

A diagram showing a call from the `Camera2D::update` function to the `Camera2D::follow` function. The `Camera2D::update` box is shaded gray, and the `Camera2D::follow` box is white. A blue arrow points from the right side of the `Camera2D::update` box to the left side of the `Camera2D::follow` box.

Camera2D::follow