

Camera

- + Camera()
- + const glm::mat4 GetViewProjection()
() const
- + const glm::mat4 & GetProjection()
() const
- + const glm::vec3 & GetPosition()
() const
- + void SetViewportSize(float width, float height)
- + void OnUpdate(Timestep ts, bool updateControl=true)
- + void OnEvent(Event &e)
- + bool OnMouseScroll(MouseScrolledEvent &e)
- + void UpdateView()
- + void UpdateProjection()
- + void Reset()
- + void SoftReset()