

Engine::Components
::Scene::SetActiveCamera



```
graph LR; A[Engine::Components::Scene::SetActiveCamera] --> B[Engine::Components::Camera::Update]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Engine::Components' on the first line and '::Scene::SetActiveCamera' on the second line. The right box is white with a black border and contains the text 'Engine::Components' on the first line and '::Camera::Update' on the second line. A dark blue arrow points from the right side of the left box to the left side of the right box.

Engine::Components
::Camera::Update