

glm::Right

Engine::Components
::Camera::UpdateVectors



```
graph LR; A[Engine::Components::Camera::UpdateVectors] --> B[glm::Right];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'glm::Right'. The box on the right is white and contains the text 'Engine::Components' on the top line and '::Camera::UpdateVectors' on the bottom line. A dark blue arrow points from the right side of the white box to the left side of the gray box.