

Magnum::DiffuseMapCubeRenderer  
::remove

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graph LR; A[Magnum::DiffuseMapCubeRenderer::remove] --> B[Magnum::CameraComponent::isLayerMatched]; A --> C[Magnum::Frame3::getGlobalTransform];
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Magnum::CameraComponent  
::isLayerMatched

Magnum::Frame3::getGlobal  
Transform