

Input::InputManager
::GetInstance

Core::BearBones::GetCamera



```
graph LR; A[Core::BearBones::GetCamera] --> B[Input::InputManager::GetInstance];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'Input::InputManager' on the top line and '::GetInstance' on the bottom line. The box on the right is white with a black border and contains the text 'Core::BearBones::GetCamera'. A dark blue arrow points from the right side of the white box to the left side of the gray box, indicating a call or dependency.