

Input::InputManager
::KeyCallback

Core::BearBones::GetCamera



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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The box on the left is shaded gray and contains the text 'Input::InputManager' on the top line and '::KeyCallback' 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.