

Scene::ProcessGodCam



```
graph LR; A[Scene::ProcessGodCam] --> B[CameraManager::ProcessGodCamera]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Scene::ProcessGodCam'. The right box is white with a black border and contains the text 'CameraManager::ProcessGod' on the top line and 'Camera' on the bottom line. A blue arrow points from the right side of the left box to the left side of the right box.

CameraManager::ProcessGod
Camera