

Scene::SetCurrentCamera



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

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

CameraManager::SetCurrent
Camera