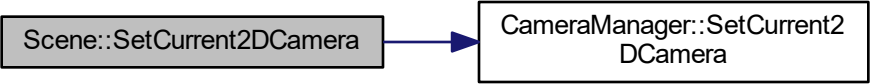


Scene::SetCurrent2DCamera



```
graph LR; A[Scene::SetCurrent2DCamera] --> B[CameraManager::SetCurrent2DCamera]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Scene::SetCurrent2DCamera'. The right box is white with a black border and contains the text 'CameraManager::SetCurrent2DCamera' on two lines. A blue arrow points from the right side of the left box to the left side of the right box.

CameraManager::SetCurrent2
DCamera