

Scene::GetCamera



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

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

CameraManager::GetCurrent
Camera