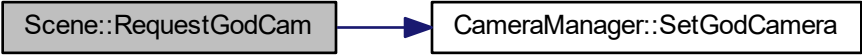


Scene::RequestGodCam



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

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

CameraManager::SetGodCamera