

WindowManager::MoveCamera



```
graph LR; A[WindowManager::MoveCamera] --> B[WindowManager::setCameraPosition];
```

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

WindowManager::setCamera
Position