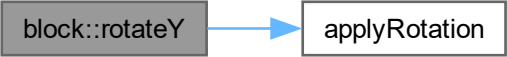


block::rotateY



```
graph LR; A[block::rotateY] --> B[applyRotation]
```

A diagram showing a call to the function `block::rotateY` on the left, which points via a blue arrow to the function `applyRotation` on the right. The left box is gray and the right box is white.

applyRotation