

Camera::updateCameraVectors



```
graph LR; A[Camera::updateCameraVectors] --> B[crossProdVec]; A --> C[normalizeVec];
```

The diagram illustrates a function call sequence. A gray rectangular box on the left contains the text 'Camera::updateCameraVectors'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing the text 'crossProdVec'. The bottom arrow points to another white rectangular box containing the text 'normalizeVec'. All boxes have a thin black border.

crossProdVec

normalizeVec