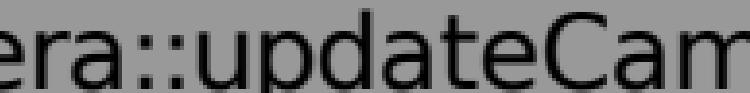


cursorPosCallback



Camera::updateCameraDirection



Camera::updateCameraVectors