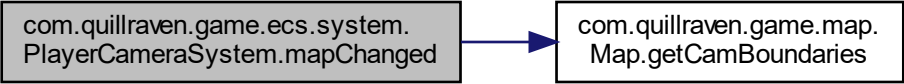


com.quillraven.game.ecs.system.
PlayerCameraSystem.mapChanged



```
graph LR; A[com.quillraven.game.ecs.system.  
PlayerCameraSystem.mapChanged] --> B[com.quillraven.game.map.  
Map.getCamBoundaries]
```

A diagram showing a call from the `PlayerCameraSystem.mapChanged` event in the `com.quillraven.game.ecs.system` package to the `Map.getCamBoundaries` method in the `com.quillraven.game.map` package. The call is represented by a blue arrow pointing from the left box to the right box.

com.quillraven.game.map.
Map.getCamBoundaries