

Vector2

```
graph BT; Camera2D[Camera2D] -.->|offset target| Vector2[Vector2];
```

The diagram illustrates a relationship between two classes. At the bottom is a box labeled 'Camera2D' with a dark gray background. At the top is a box labeled 'Vector2' with a white background. A dashed purple arrow points from the 'Camera2D' box up to the 'Vector2' box. To the right of the arrow, the words 'offset' and 'target' are stacked vertically in a light gray font.



offset
target

Camera2D