



-window

-camera

-bottomLimitPx
-deltaRotation
-deltaScroll
-deltaZoomIn
-deltaZoomOut
-lineHeight
-rightLimitPx

-marginXOffset

EditorCam

+ EditorCam()
+ scrollUp()
+ scrollDown()
+ scrollLeft()
+ scrollRight()
+ scrollTo()
+ rotateLeft()
+ rotateRight()
+ zoomIn()
+ zoomOut()
+ getBottomLimitPx()
+ getRightLimitPx()
+ getLineHeight()
+ setCameraBounds()
+ draw()