



-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()