

Vec3::rotateByPoint

Camera::RotateYaw3rd



```
graph LR; A[Camera::RotateYaw3rd] --> B[Vec3::rotateByPoint]
```

A diagram showing a call from `Camera::RotateYaw3rd` to `Vec3::rotateByPoint`. The `Vec3::rotateByPoint` box is shaded gray, while the `Camera::RotateYaw3rd` box is white. A blue arrow points from the right box to the left box.