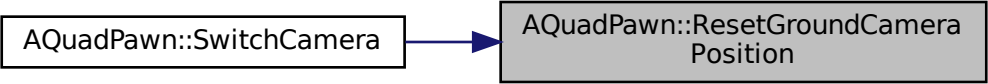


AQuadPawn::SwitchCamera



```
graph LR; A[AQuadPawn::SwitchCamera] --> B[AQuadPawn::ResetGroundCameraPosition];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'AQuadPawn::SwitchCamera'. The right box is gray with a black border and contains the text 'AQuadPawn::ResetGroundCameraPosition' on two lines. A blue arrow points from the right side of the left box to the left side of the right box.

AQuadPawn::ResetGroundCamera
Position