

Camera::RotateLR



```
graph LR; A[Camera::RotateLR] --> B[Camera::callGLLookAt]
```

A diagram showing a call from the function `Camera::RotateLR` to the function `Camera::callGLLookAt`. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

Camera::callGLLookAt