

mouse_callback



```
graph LR; A[mouse_callback] --> B[Camera::processMouse]
```

A diagram showing a call from a function named 'mouse_callback' to a method named 'Camera::processMouse'. The 'mouse_callback' box is gray, and the 'Camera::processMouse' box is white. A blue arrow points from the gray box to the white box.

Camera::processMouse