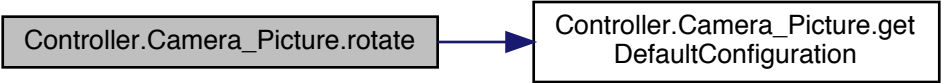


Controller.Camera\_Picture.rotate



```
graph LR; A[Controller.Camera_Picture.rotate] --> B[Controller.Camera_Picture.get DefaultConfiguration]
```

Controller.Camera\_Picture.get  
DefaultConfiguration