

GUIGLCanvas::OnMouseWheel



```
graph LR; A[GUIGLCanvas::OnMouseWheel] --> B[Renderer::getViewport]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'GUIGLCanvas::OnMouseWheel'. The right box is white and contains the text 'Renderer::getViewport'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Renderer::getViewport