

LouiEriksson::Engine
::Graphics::Camera::PostRender

LouiEriksson::Engine
::Graphics::Camera::Render

LouiEriksson::Engine
::Time::Elapsed

```
graph LR; A[LouiEriksson::Engine::Graphics::Camera::PostRender] --> C[LouiEriksson::Engine::Time::Elapsed]; B[LouiEriksson::Engine::Graphics::Camera::Render] --> C;
```

The diagram illustrates a call sequence. Two white rectangular boxes on the left represent the functions `LouiEriksson::Engine::Graphics::Camera::PostRender` (top) and `LouiEriksson::Engine::Graphics::Camera::Render` (bottom). Two blue arrows originate from the right side of these boxes and point towards a gray rectangular box on the right, which represents the function `LouiEriksson::Engine::Time::Elapsed`. This indicates that both `PostRender` and `Render` functions call the `Elapsed` function.