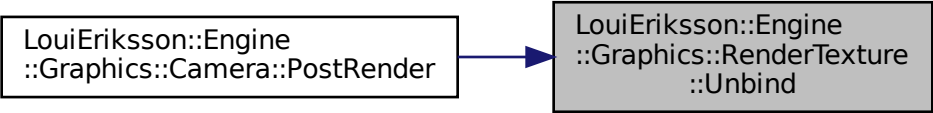


LouiEriksson::Engine
::Graphics::Camera::PostRender



```
graph LR; A[LouiEriksson::Engine::Graphics::Camera::PostRender] --> B[LouiEriksson::Engine::Settings::PostProcessing::ToneMapping::IsActiveAndEnabled];
```

LouiEriksson::Engine
::Settings::PostProcessing
::ToneMapping::IsActiveAndEnabled