

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 dependency or call relationship. Two source functions, 'LouiEriksson::Engine::Graphics::Camera::PostRender' and 'LouiEriksson::Engine::Graphics::Camera::Render', are shown on the left. Both have blue arrows pointing to a single target function, 'LouiEriksson::Engine::Time::Elapsed', which is highlighted in a gray box on the right.