

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



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

LouiEriksson::Engine  
::Settings::PostProcessing  
::Bloom::IsActiveAndEnabled