

vkcv::camera::CameraManager
::addCamera

vkcv::camera::CameraManager
::CameraManager

vkcv::Window::getWidth

```
graph LR; A[vkcv::camera::CameraManager::addCamera] --> C[vkcv::Window::getWidth]; B[vkcv::camera::CameraManager::CameraManager] --> C;
```

The diagram illustrates two function calls to `vkcv::Window::getWidth`. On the left, two white rectangular boxes represent the calling functions: `vkcv::camera::CameraManager::addCamera` (top) and `vkcv::camera::CameraManager::CameraManager` (bottom). On the right, a gray rectangular box represents the target function `vkcv::Window::getWidth`. Two blue arrows point from the right side of each white box to the left side of the gray box, indicating the call direction.