Figure 1: Get the current camera rotation.

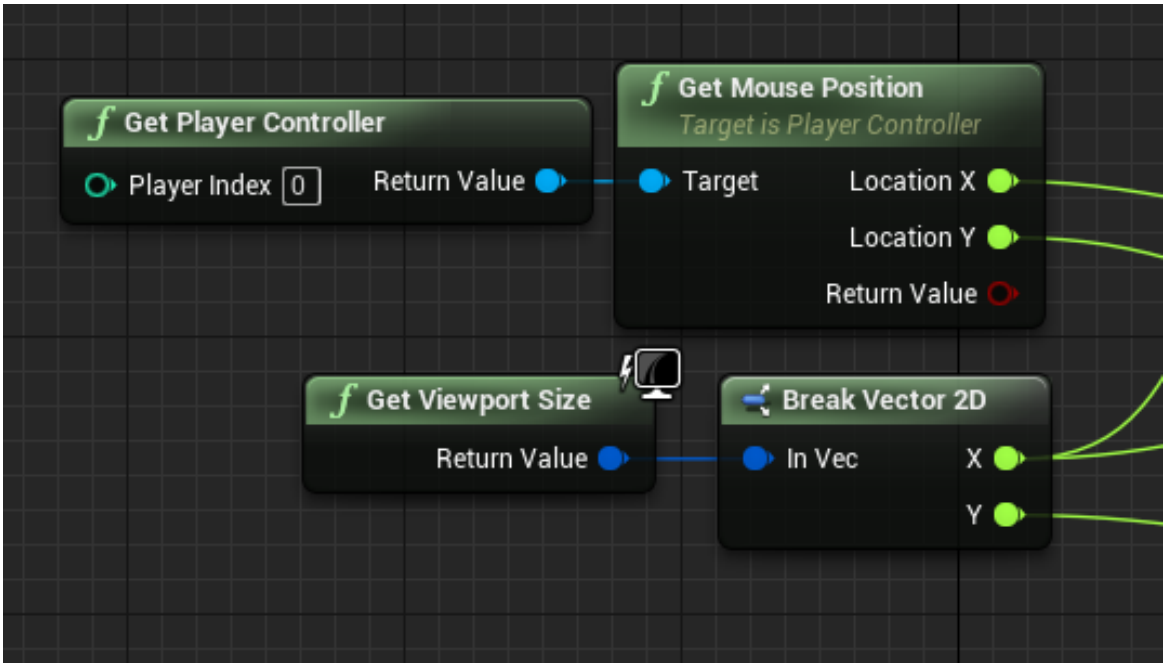


Figure 2: Determine the size of the current viewport and the absolute mouse position within.

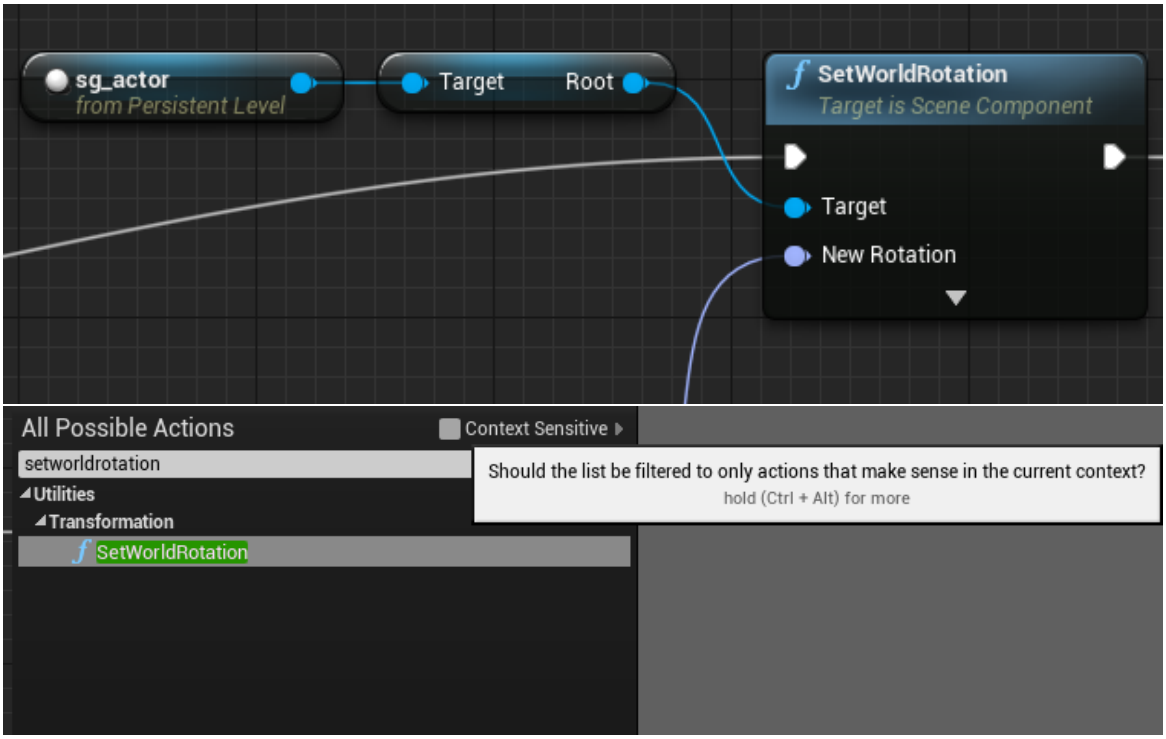


Figure 3: Set the rotation of an actor (it's root component) in world space.