

nsengine::Camera::OnTick



```
graph LR; A[nsengine::Camera::OnTick] --> B[nsengine::Camera::UpdateCamera];
```

A diagram showing a call from the function `nsengine::Camera::OnTick` to the function `nsengine::Camera::UpdateCamera`. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the first box to the second box.

nsengine::Camera::Update
Camera