```cpp
void TestEnvControllableCamera::PostTick(float deltaTime, GameWorld* inWorld)
{
    if (user->WasJustPressed(input::CEKeys::X))
    {
        mode = static_cast<CameraMode>((static_cast<int>(mode) + 1) % 3);
    }
    if (mode == CameraMode::FPP)
    {
        TickImplFPP(inWorld);
    }else{
            Mouse Input...
            if (mode == CameraMode::ORBIT) {
            TickImplORBIT(yaw_delta, pitch_delta, forward_delta, inWorld);
             }else{
                    KeyBoard Input...
                    TickImplFREE(rotationDelta, translationDelta, inWorld);
             }
    }
}
```