```cpp
void TestEnvControllableCamera::TickImplFREE(Float3 rotationDelta, Double3 translationDelta, GameWorld* inWorld)
{
    AddPitchInputImpl(rotationDelta.x);
    AddYawInputImpl(rotationDelta.y);

    TRSQuaternionAType cameraRotation = TRSQuaternionAType::EulerToQuaternion64(mRotationEuler);
    TRSVector3AType cameraPosition = GetEntityPosT(inWorld, mSelf);

    Double3 EUNNormal;
    TransformSystemG::CartesianCoordinateTransform_ToWGS84(cameraPosition.x, cameraPosition.y, cameraPosition.z, EUNNormal);
    TRSQuaternionAType worldRotation = FFSWGS84SystemG::CreateSphereSpaceWorldRotation(EUNNormal);

    TRSQuaternionAType finalRotation = cameraRotation * worldRotation;
    TRSVector3AType finalPosition = cameraPosition+finalRotation.Double3Rotate(translationDelta * TranslateScale.x);

    sys->SetWorldTranslationT(comp.Write(), finalPosition);
    sys->SetWorldRotationT(comp.Write(), finalRotation);
}
```