```cpp
void TestEnvControllableCamera::TickImplFPP(GameWorld* inWorld)
{
    TRSQuaternionAType focusRotation = GetEntityRotT(inWorld, Focuson);

    TRSVector3AType focusPosition = GetEntityPosT(inWorld, Focuson) + focusRotation.Double3Rotate(Double3(FocusonOffset));

    TRSVector3AType finalPosition=focusPosition + focusRotation.Double3Rotate(Double3(FocusonOffset));
    TRSQuaternionAType finalRotation=focusRotation;

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