

```
using UnityEngine;

public class CameraControl : MonoBehaviour
{
    // Retain functionality if needed for non-mouse-based camera logic
    void Start()
    {
        Cursor.lockState = CursorLockMode.Locked; // Locks the cursor to the game
window
    }

    void Update()
    {
        // No mouse input logic here to avoid conflict with MouseLook
    }
}
```