

CameraTest::UpdateGameObject

```
graph LR; A[CameraTest::UpdateGameObject] --> B[CameraComponent::IsGetCameraControlling]; A --> C[CameraComponent::IsSetCameraControlling];
```

The diagram illustrates a function call from `CameraTest::UpdateGameObject` to two methods of the `CameraComponent` class. The source function is represented by a grey rectangular box on the left. Two blue arrows originate from its right side, pointing to two white rectangular boxes on the right. The top box represents the `IsGetCameraControlling` method, and the bottom box represents the `IsSetCameraControlling` method.

CameraComponent::IsGetCamera  
Controlling

CameraComponent::IsSetCamera  
Controlling