

LouiEriksson::Game
::Scripts::OrbitCam
::Begin

```
graph LR; A[LouiEriksson::Game::Scripts::OrbitCam::Begin] --> B[LouiEriksson::Engine::ECS::GameObject::Create]; A --> C[LouiEriksson::Engine::Window::Get];
```

The diagram illustrates two function calls originating from the `LouiEriksson::Game::Scripts::OrbitCam::Begin` function. Two blue arrows point from the right side of the first box to the left side of the two boxes on the right.

LouiEriksson::Engine
::ECS::GameObject::Create

LouiEriksson::Engine
::Window::Get