

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 a single source. On the left, a gray rectangular box contains the text 'LouiEriksson::Game::Scripts::OrbitCam::Begin'. Two blue arrows point from the right side of this box to two separate white rectangular boxes on the right. The top white box contains 'LouiEriksson::Engine::ECS::GameObject::Create', and the bottom white box contains 'LouiEriksson::Engine::Window::Get'.

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

LouiEriksson::Engine
::Window::Get