

LouiEriksson::Game
::FlyCam::Begin

LouiEriksson::Game
::FlyCam::Tick

LouiEriksson::Game
::FlyCam::SyncCameraSettings

```
graph LR; A[LouiEriksson::Game::FlyCam::Begin] --> C[LouiEriksson::Game::FlyCam::SyncCameraSettings]; B[LouiEriksson::Game::FlyCam::Tick] --> C;
```

The diagram illustrates a dependency or call relationship. Two source functions, 'LouiEriksson::Game::FlyCam::Begin' and 'LouiEriksson::Game::FlyCam::Tick', are shown on the left. Blue arrows point from each of these source functions to a single target function, 'LouiEriksson::Game::FlyCam::SyncCameraSettings', which is highlighted with a gray background. The target function is positioned to the right of the source functions.