

LouiEriksson::Game
::FlyCam::Begin

LouiEriksson::Game
::FlyCam::Tick

LouiEriksson::Game
::FlyCam::SyncCameraSettings

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graph LR; A[LouiEriksson::Game::FlyCam::Begin] --> C[LouiEriksson::Game::FlyCam::SyncCameraSettings]; B[LouiEriksson::Game::FlyCam::Tick] --> C;
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The diagram illustrates a dependency or call relationship. On the left, two white rectangular boxes represent source functions: 'LouiEriksson::Game::FlyCam::Begin' (top) and 'LouiEriksson::Game::FlyCam::Tick' (bottom). On the right, a gray rectangular box represents the target function: 'LouiEriksson::Game::FlyCam::SyncCameraSettings'. Two blue arrows point from the right side of each source box to the left side of the target box, indicating that both 'Begin' and 'Tick' functions call or depend on 'SyncCameraSettings'.