

LouiEriksson::Game
::OrbitCam::Begin

LouiEriksson::Game
::OrbitCam::Tick

LouiEriksson::Game
::OrbitCam::SyncCameraSettings

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

The diagram illustrates a control flow where two separate functions, `LouiEriksson::Game::OrbitCam::Begin` and `LouiEriksson::Game::OrbitCam::Tick`, both call the `LouiEriksson::Game::OrbitCam::SyncCameraSettings` function. The source functions are in white boxes, and the target function is in a grey box. Blue arrows indicate the direction of the calls.