

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. Two source functions, 'LouiEriksson::Game::FlyCam::Begin' and 'LouiEriksson::Game::FlyCam::Tick', are shown on the left. Arrows from both point to a single target function, 'LouiEriksson::Game::FlyCam::SyncCameraSettings', on the right. The target function box is shaded gray, while the source boxes are white.