

LouiEriksson::Game  
::OrbitCam::Begin

LouiEriksson::Game  
::OrbitCam::Tick

LouiEriksson::Game  
::OrbitCam::SyncCameraSettings

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graph LR; A[LouiEriksson::Game::OrbitCam::Begin] --> C[LouiEriksson::Game::OrbitCam::SyncCameraSettings]; B[LouiEriksson::Game::OrbitCam::Tick] --> C;
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The diagram consists of three rectangular boxes. On the left, there are two white boxes with black borders, one above the other. On the right, there is a single gray box with a black border. Two blue arrows point from the right side of each white box to the left side of the gray box. The top white box contains the text 'LouiEriksson::Game' followed by '::OrbitCam::Begin' on the next line. The bottom white box contains the text 'LouiEriksson::Game' followed by '::OrbitCam::Tick' on the next line. The gray box contains the text 'LouiEriksson::Game' followed by '::OrbitCam::SyncCameraSettings' on the next line.