

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 dependency or call relationship. Two functions, 'LouiEriksson::Game::OrbitCam::Begin' and 'LouiEriksson::Game::OrbitCam::Tick', are shown on the left. Arrows from both of these functions point to a third function, 'LouiEriksson::Game::OrbitCam::SyncCameraSettings', which is highlighted with a gray background. This suggests that both 'Begin' and 'Tick' methods rely on or call the 'SyncCameraSettings' method.