

vkcv::camera::TrackballCamera
Controller::gamepadCallback

vkcv::camera::TrackballCamera
Controller::scrollCallback

vkcv::camera::TrackballCamera
Controller::updateRadius

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graph LR; A[vkcv::camera::TrackballCameraController::gamepadCallback] --> C[vkcv::camera::TrackballCameraController::updateRadius]; B[vkcv::camera::TrackballCameraController::scrollCallback] --> C;
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The diagram illustrates a mapping from two distinct callback functions to a single target function. On the left, two white rectangular boxes are stacked vertically. The top box contains the text 'vkcv::camera::TrackballCameraController::gamepadCallback' and the bottom box contains 'vkcv::camera::TrackballCameraController::scrollCallback'. On the right, a gray rectangular box contains the text 'vkcv::camera::TrackballCameraController::updateRadius'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both 'gamepadCallback' and 'scrollCallback' are mapped to the 'updateRadius' function.