

vkcv::camera::PilotCamera
Controller::gamepadCallback

vkcv::camera::PilotCamera
Controller::scrollCallback

vkcv::camera::PilotCamera
Controller::changeFov

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graph LR; A[vkcv::camera::PilotCameraController::gamepadCallback] --> C[vkcv::camera::PilotCameraController::changeFov]; B[vkcv::camera::PilotCameraController::scrollCallback] --> C;
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The diagram illustrates a function call or callback mechanism. On the left, there are two white rectangular boxes. The top box contains the text 'vkcv::camera::PilotCameraController::gamepadCallback' and the bottom box contains 'vkcv::camera::PilotCameraController::scrollCallback'. On the right, there is a gray rectangular box containing the text 'vkcv::camera::PilotCameraController::changeFov'. 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 calling or invoking the 'changeFov' function.