

vkcv::camera::PilotCamera
Controller::gamepadCallback

vkcv::camera::PilotCamera
Controller::mouseMoveCallback

vkcv::camera::PilotCamera
Controller::panView

```
graph LR; A[vkcv::camera::PilotCameraController::gamepadCallback] --> C[vkcv::camera::PilotCameraController::panView]; B[vkcv::camera::PilotCameraController::mouseMoveCallback] --> C;
```

The diagram illustrates a functional dependency where two separate callback functions, `gamepadCallback` and `mouseMoveCallback`, both serve as inputs to a single `panView` function. The `panView` function is highlighted in gray, indicating it is the primary or target function in this context.