

vkcv::camera::TrackballCamera
Controller::gamepadCallback

vkcv::camera::TrackballCamera
Controller::mouseMoveCallback

vkcv::camera::TrackballCamera
Controller::panView

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

The diagram illustrates a functional dependency or mapping. On the left, two separate boxes represent callback functions: 'vkcv::camera::TrackballCameraController::gamepadCallback' (top) and 'vkcv::camera::TrackballCameraController::mouseMoveCallback' (bottom). On the right, a single box represents the 'vkcv::camera::TrackballCameraController::panView' function. Two blue arrows originate from the right side of the left boxes and point towards the left side of the right box, indicating that both the gamepad and mouse move callbacks are used to invoke or influence the panView function.