

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 separate callback functions to a single target function. On the left, there are two white rectangular boxes. The top box contains the text 'vkcv::camera::TrackballCameraController::gamepadCallback' and the bottom box contains 'vkcv::camera::TrackballCameraController::scrollCallback'. On the right, there is a single gray rectangular box containing 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.