

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 where two separate callback functions, `gamepadCallback` and `mouseMoveCallback`, both invoke the `panView` function. The `panView` function is highlighted in a gray box, indicating it is the target of these calls.