

GameController::GameController

Joystick::Joystick

InputDevice::enableSetConnections

```
graph LR; A[GameController::GameController] --> C[InputDevice::enableSetConnections]; B[Joystick::Joystick] --> C;
```

The diagram illustrates two separate calls to the `InputDevice::enableSetConnections` function. The first call originates from the `GameController::GameController` constructor, and the second call originates from the `Joystick::Joystick` constructor. Both calls are represented by blue arrows pointing to the target function box.