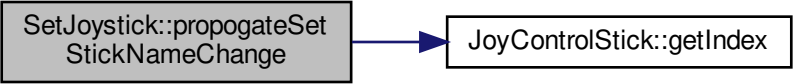


SetJoystick::propagateSet  
StickNameChange



```
graph LR; A[SetJoystick::propagateSetStickNameChange] --> B[JoyControlStick::getIndex]
```

JoyControlStick::getIndex