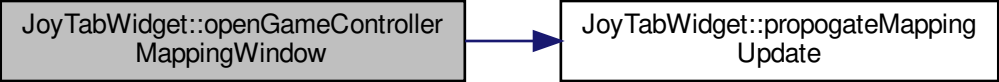


JoyTabWidget::openGameController  
MappingWindow



```
graph LR; A["JoyTabWidget::openGameController  
MappingWindow"] --> B["JoyTabWidget::propagateMapping  
Update"]
```

JoyTabWidget::propagateMapping  
Update