1. User disconnects the controller
2. System cleans up controller resources
   1. cleanupController is invoked on ControllerManager
   2. ControllerManager invokes cleanupController on SteeringWheelController
   3. SteeringWheelController ceases the polling timer
   4. SteeringWheelController destructs all XInputControlState objects
   5. SteeringWheelController sends disconnected controller signal
   6. The signal invokes processControllerState on ControllerManager
   7. ControllerManager destructs SteeringWheelController
   8. ClientManager destructs ControllerManager
3. User turns off and unplugs controller