

gamepadstate.h

```
graph TD; A[gamepadstate.h] --> B[QObject]; A --> C[cinttypes];
```

The diagram illustrates the dependencies of the `gamepadstate.h` header file. It is represented as a box at the top with two arrows pointing downwards to two other boxes: `QObject` on the left and `cinttypes` on the right.

QObject

cinttypes