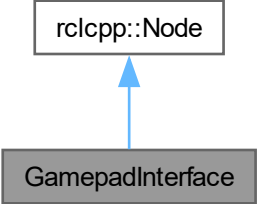


rclcpp::Node



```
graph BT; GamepadInterface --> rclcpp::Node
```

GamepadInterface