```
Input_base< N >::movement
_input_t::joypad_t::joypad
_input_t::joysticks_t

_input_base< N >::movement
_input_base< N >::movement
_input_t::joypad_t::joypad
_input_t::joypad_t::joypad
_input_t
```

\_input\_t::joypad\_t::joypad input t::buttons t