

_GLFWmapelement



```
graph BT; _GLFWmapping -- "axes, buttons" --> _GLFWmapelement
```

The diagram illustrates a relationship between two classes. At the bottom is a grey box labeled `_GLFWmapping`. At the top is a white box with a black border labeled `_GLFWmapelement`. A dashed purple arrow points from the top of the `_GLFWmapping` box to the bottom of the `_GLFWmapelement` box. To the right of the arrow, the words "axes" and "buttons" are written in a light grey font, stacked vertically.

_GLFWmapping