

AQuadPawn::SetupPlayerInput  
Component



```
graph LR; A[AQuadPawn::SetupPlayerInputComponent] --> B[AQuadPawn::ToggleGamepadMode]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'AQuadPawn::SetupPlayerInputComponent' on two lines. The right box is gray with a black border and contains the text 'AQuadPawn::ToggleGamepadMode' on one line. A dark blue arrow points from the right side of the left box to the left side of the right box.

AQuadPawn::ToggleGamepadMode