```
QObject
                  Δ
     QGBA::CoreController
+ VIDEO_SYNC
+ AUDIO_SYNC
- m_threadContext
m_patchedm_buffers
m_activeBuffer
- m_completeBuffer
m_cacheSetm_override
m_resetActions
- m_frameActions
- m_mutex
- m_activeKeys
- m_autofire
- m_autofireStatus
m_autofireThresholdm_backupLoadState

    m_backupSaveState

m_stateSlotm_loadStateFlags
- m_saveStateFlags
- m_audioSync
and 13 more...
+ CoreController()
    -CoreController()
+ thread()
+ drawContext()
+ isPaused()
+ hasStarted()
+ platform()
+ screenDimensions()+ loadConfig()
+ cheatDevice()
+ setMultiplayerController()
+ clearMultiplayerController()
+ multiplayerController()
+ graphicCaches()
+ stateSlot()
+ setOverride()
+ override()
+ setInputController()
+ setLogger()
+ start()
+ stop()
+ reset()
+ setPaused()
+ frameAdvance()
+ setSync()
+ setRewinding()
+ rewind()
+ setFastForward()
+ forceFastForward()
+ loadState()
+ saveState()
+ loadBackupState()
+ saveBackupState()
+ loadSave()
+ loadPatch()
+ replaceGame()
+ yankPak()
+ addKey()
+ clearKey()
and 14 more.
· updateKeys()
updateAutofire()
finishFrame()
updateFastForward()
```