

QGBA::InputController  
::setGamepad



```
graph LR; A[QGBA::InputController::setGamepad] --> B[mSDLPlayerChangeJoystick]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'QGBA::InputController' on the top line and '::setGamepad' on the bottom line. The right box is white with a black border and contains the text 'mSDLPlayerChangeJoystick'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

mSDLPlayerChangeJoystick