

QGBA::InputController
::increaseLuminanceLevel



```
graph LR; A[QGBA::InputController::increaseLuminanceLevel] --> B[QGBA::InputController::setLuminanceLevel]; B --> C[QGBA::InputController::setLuminanceValue];
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QGBA::InputController
::setLuminanceLevel

QGBA::InputController
::setLuminanceValue