```
OGBA::ShortcutController
     ::ShortcutItem
- m action
- m shortcut
- m menu
- m functions
- m name

    m visibleName

- m button
- m axis
- m direction
- m items
+ ShortcutItem()
+ ShortcutItem()
+ ShortcutItem()
+ action()
+ action()
+ shortcut()
                               -m parent
+ functions()
+ menu()
+ menu()
+ visibleName()
+ name()
+ items()
+ items()
+ parent()
+ parent()
+ addAction()
+ addFunctions()
+ addSubmenu()
+ button()
+ setShortcut()
+ setButton()
+ axis()
+ direction()
+ setAxis()
+ operator==()
```