

src/platform/qt/Multiplayer  
Controller.h

```
graph TD; A["src/platform/qt/MultiplayerController.h"] --> B["QMutex"]; A --> C["QList"]; A --> D["QObject"]; A --> E["mgba/core/lockstep.h"];
```

QMutex

QList

QObject

mgba/core/lockstep.h