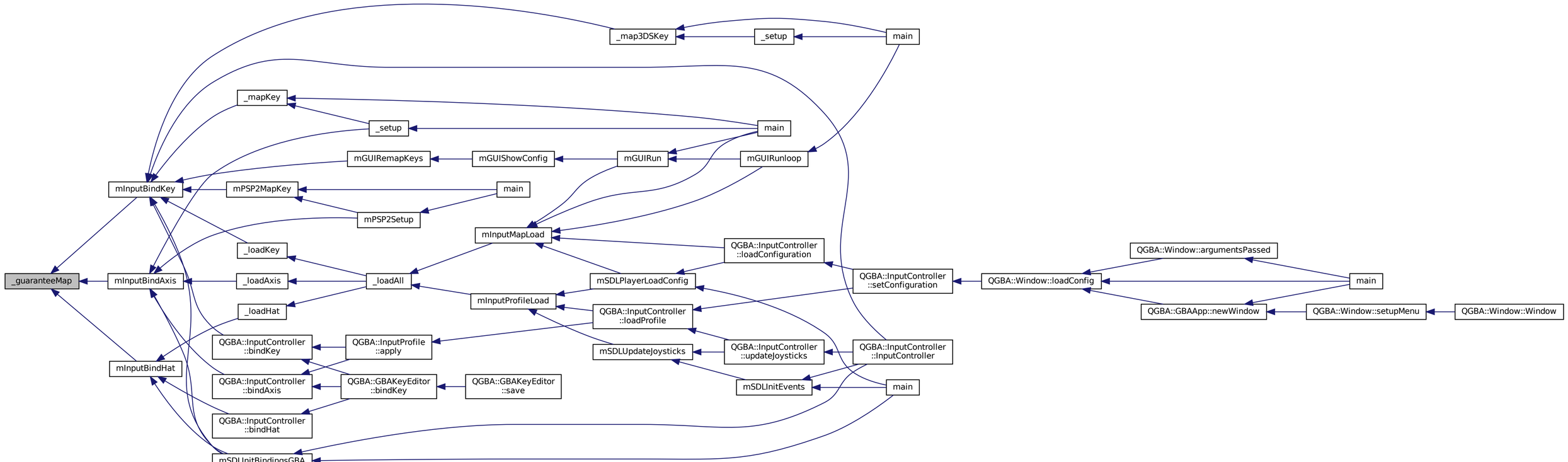
_guaranteeMap
mInputBindKey
mInputBindAxis
mInputBindHat
_map3DSKey
_setup
main
_mapKey
_setup
main
mGUIRemapKeys
mGUIShowConfig
mGUIRun
mGUIRunloop
mPSP2MapKey
main
mPSP2Setup
mInputMapLoad
_loadKey
_loadAxis
_loadAll
_loadHat
mInputProfileLoad
QGBA::InputController
::loadConfiguration
mSDLPlayerLoadConfig
QGBA::InputController
::loadProfile
QGBA::InputController
::setConfiguration
QGBA::Window::loadConfig
QGBA::Window::argumentsPassed
main
QGBA::GBAApp::newWindow
QGBA::Window::setupMenu
QGBA::Window::Window
QGBA::InputController
::bindKey
QGBA::InputProfile
::apply
QGBA::InputController
::bindAxis
QGBA::GBAKeyEditor
::bindKey
QGBA::GBAKeyEditor
::save
QGBA::InputController
::bindHat
mSDLUpdateJoysticks
QGBA::InputController
::updateJoysticks
QGBA::InputController
::InputController
mSDLInitEvents
main
mSDLInitBindingsGBA