```
OAbstractItemModel 8 4 1
  OGBA::ShortcutController
- m rootMenu
- m_menuMap

    m buttons

- m axes
- m_heldKeys
- m config

    m profileName

m_profileKEY_SECTION

    BUTTON SECTION

- AXIS_SECTION
- BUTTON PROFILE SECTION

    AXIS_PROFILE SECTION

+ ShortcutController()
+ setConfigController()
+ setProfile()
+ data()
+ headerData()
+ index()
+ parent()
+ columnCount()
+ rowCount()
+ addAction()
+ addFunctions()
+ addFunctions()
+ addMenu()
+ getAction()
+ shortcutAt()
+ isMenuAt()
+ updateKey()
+ updateButton()
+ updateAxis()
+ clearKey()
+ clearButton()
+ toModifierShortcut()
+ isModifierKey()
+ toModifierKey()
+ loadProfile()
# eventFilter()
itemAt()
itemAt()
loadShortcuts()

    loadGamepadShortcuts()

onSubitems()
updateKey()
```