

QGBA::InputController
::testGamepad



```
graph LR; A[QGBA::InputController::InputController] --> B[QGBA::InputController::testGamepad];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'QGBA::InputController' followed by '::testGamepad' on a new line. The box on the right is white with a black border and contains the text 'QGBA::InputController' followed by '::InputController' on a new line. A dark blue arrow points from the right side of the white box to the left side of the gray box.

QGBA::InputController
::InputController