

cjoystick::loop



```
graph LR; A[cjoystick::loop] --> B[cjoystick::readEv]
```

A diagram showing a call from the function `cjoystick::loop` to the function `cjoystick::readEv`. The `cjoystick::loop` box is shaded gray, and the `cjoystick::readEv` box is white. A blue arrow points from the right side of the `cjoystick::loop` box to the left side of the `cjoystick::readEv` box.

cjoystick::readEv