

JoyButton::insertAssignedSlot

JoyButton::setAssignedSlot

JoyButton::getTotalSlotDistance

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graph LR; A[JoyButton::insertAssignedSlot] --> C[JoyButton::getTotalSlotDistance]; B[JoyButton::setAssignedSlot] --> C;
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The diagram illustrates a dependency or relationship between three methods of the JoyButton class. Two methods, JoyButton::insertAssignedSlot and JoyButton::setAssignedSlot, are shown on the left, each with a blue arrow pointing to a third method, JoyButton::getTotalSlotDistance, which is highlighted in a gray box on the right.