

JoyButton::setGamepadRefreshRate



```
graph LR; A[JoyButton::setGamepadRefreshRate] --> B[JoyButtonMouseHelper::carryGamePollRateUpdate]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'JoyButton::setGamepadRefreshRate'. The right box is white with a black border and contains the text 'JoyButtonMouseHelper::carryGamePollRateUpdate'. A blue arrow points from the right side of the left box to the left side of the right box.

JoyButtonMouseHelper
::carryGamePollRateUpdate