


GameController::rawAxisEvent



```
graph LR; A[GameController::rawAxisEvent] --> B[GameController::getAxisvalues]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'GameController::rawAxisEvent'. The right box is white and contains the text 'GameController::getAxisvalues'. A blue arrow points from the right side of the gray box to the left side of the white box.

GameController::getAxisvalues