

GameControllerMappingDialog
Helper::raiseDeadZones

GameControllerMappingDialog
Helper::setupDeadZones

SetJoystick::raiseAxesDead
Zones

```
graph LR; A[GameControllerMappingDialog  
Helper::raiseDeadZones] --> C[SetJoystick::raiseAxesDead  
Zones]; B[GameControllerMappingDialog  
Helper::setupDeadZones] --> C;
```

The diagram illustrates a dependency or call relationship. Two source boxes on the left, both labeled 'GameControllerMappingDialog Helper', point via blue arrows to a single target box on the right labeled 'SetJoystick::raiseAxesDead Zones'. The target box is shaded gray, while the source boxes are white with black borders.