


GameController::rawDPadEvent



```
graph LR; A[GameController::rawDPadEvent] --> B[GameController::getDpadvalues]
```

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

GameController::getDpadvalues