

DPadPushButton::disableFlashes

```
graph LR; A[DPadPushButton::disableFlashes] --> B[FlashButtonWidget::flash]; A --> C[FlashButtonWidget::unflash];
```

The diagram illustrates a function call sequence. A central box labeled 'DPadPushButton::disableFlashes' has two arrows pointing to the right. The top arrow points to a box labeled 'FlashButtonWidget::flash', and the bottom arrow points to a box labeled 'FlashButtonWidget::unflash'.

FlashButtonWidget::
flash

FlashButtonWidget::
unflash