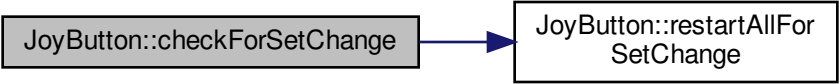


JoyButton::checkForSetChange



```
graph LR; A[JoyButton::checkForSetChange] --> B[JoyButton::restartAllForSetChange]
```

JoyButton::restartAllFor  
SetChange