


JoyAxisButton::getMouseDistance
FromDeadZone



```
graph LR; A[JoyAxisButton::getMouseDistance FromDeadZone] --> B[JoyAxisButton::getDistance FromDeadZone]; B --> C[JoyAxis::getDistanceFrom DeadZone];
```

JoyAxisButton::getDistance
FromDeadZone

JoyAxis::getDistanceFrom
DeadZone