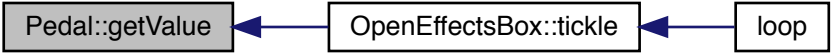


Pedal::getValue



```
graph RL; loop --> OpenEffectsBox::tickle; OpenEffectsBox::tickle --> Pedal::getValue;
```

OpenEffectsBox::tickle

loop