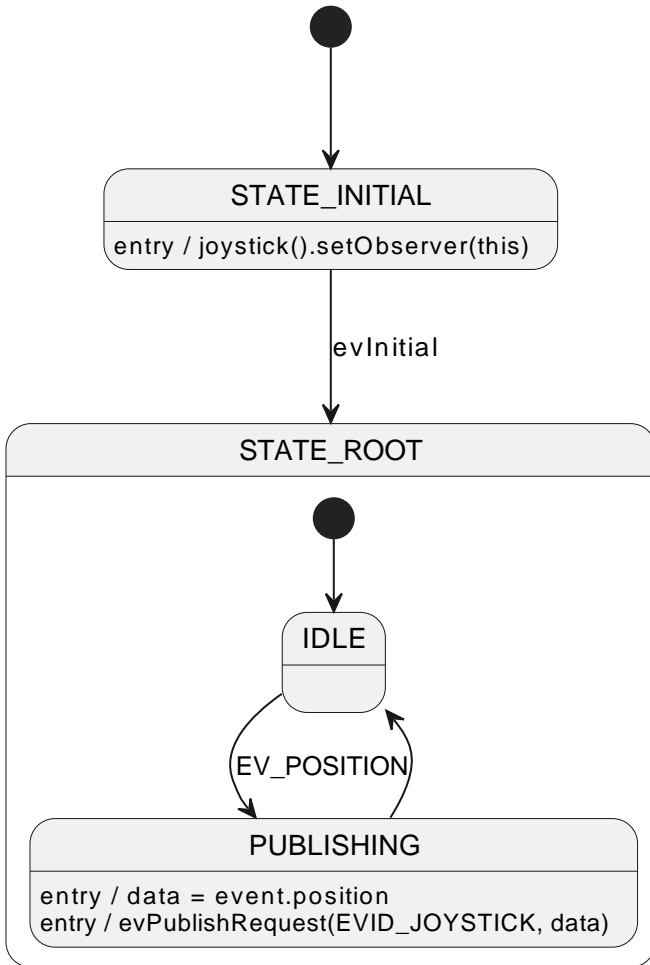


## JoystickApplication - State Machine (XF)



The application responds to position changes by publishing an event to the NetworkEntity.