

PadInput::PadInput

```
graph LR; A[PadInput::PadInput] --> B[PadInput::InInit]; B --> C[PadInput::SetDeadZone];
```

The diagram illustrates a sequence of three methods for the PadInput class. It starts with 'PadInput::PadInput' in a grey box, followed by 'PadInput::InInit' in a white box, and ends with 'PadInput::SetDeadZone' in a white box. Blue arrows indicate the flow from left to right between each step.

PadInput::InInit

PadInput::SetDeadZone