


PadInput::InInit



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

A diagram showing a sequence of two operations. The first operation, 'PadInput::InInit', is contained within a gray rectangular box. A blue arrow points from this box to a second rectangular box on the right. The second box is white with a black border and contains the text 'PadInput::SetDeadZone'.

PadInput::SetDeadZone