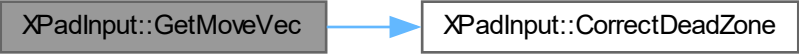


XPadInput::GetMoveVec



```
graph LR; A[XPadInput::GetMoveVec] --> B[XPadInput::CorrectDeadZone]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is filled with a dark gray color and contains the text 'XPadInput::GetMoveVec'. The right box is white with a black border and contains the text 'XPadInput::CorrectDeadZone'.

XPadInput::CorrectDeadZone