

SNESController::getControllerData

```
graph LR; A[SNESController::getControllerData] --> B[delayMicroseconds]; A --> C[digitalWrite];
```

The diagram illustrates a function call sequence. A gray rectangular box on the left contains the text 'SNESController::getControllerData'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'delayMicroseconds'. The bottom arrow points to a white rectangular box containing 'digitalWrite'.

delayMicroseconds

digitalWrite