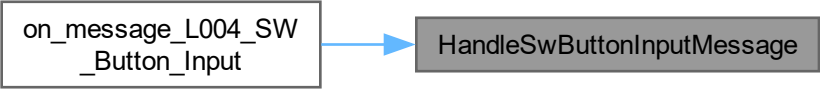


on\_message\_L004\_SW  
\_Button\_Input



```
graph LR; A[on_message_L004_SW_Button_Input] --> B[HandleSwButtonInputMessage]
```

A diagram showing a call from a function to a message handler. On the left, a white rectangular box with a black border contains the text 'on\_message\_L004\_SW' on the first line and '\_Button\_Input' on the second line. A blue arrow points from the right side of this box to a gray rectangular box on the right. The gray box contains the text 'HandleSwButtonInputMessage'.

HandleSwButtonInputMessage