


PlayerLogic::moveLeftX



```
graph LR; A[PlayerLogic::moveLeftX] --> B[PlayerLogic::degreesToRadians]
```

A diagram showing a call from the function `PlayerLogic::moveLeftX` to the function `PlayerLogic::degreesToRadians`. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

PlayerLogic::degreesToRadians