

proj_main_loop



```
graph LR; A[proj_main_loop] --> B[nameMinigotchiController_setButtonEvent];
```

A diagram showing a call from a function to another. On the left, a white rectangular box with a black border contains the text 'proj_main_loop'. A blue arrow points from the right side of this box to a larger gray rectangular box on the right. The gray box has a black border and contains the text 'nameMinigotchiController_setButtonEvent' in two lines.

nameMinigotchiController
_setButtonEvent