

proj_main_loop



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

A diagram showing a call from the `proj_main_loop` function to the `minigameMenuController_setButtonEvent` function. The `proj_main_loop` is represented by a white box with a black border, and the `minigameMenuController_setButtonEvent` is represented by a gray box with a black border. A blue arrow points from the `proj_main_loop` box to the `minigameMenuController_setButtonEvent` box.

minigameMenuController
_setButtonEvent