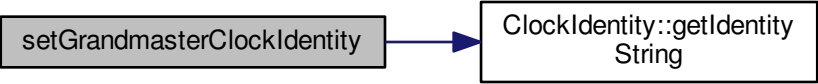


setGrandmasterClockIdentity



```
graph LR; A[setGrandmasterClockIdentity] --> B["ClockIdentity::getIdentityString"]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'setGrandmasterClockIdentity'. A dark blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'ClockIdentity::getIdentityString' on the top line and 'String' on the bottom line.

ClockIdentity::getIdentity
String