


SynthEngine::setPlayHead



```
graph LR; A[SynthEngine::setPlayHead] --> B[Lfo::hostSyncRetrigger]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow. The left box is gray and contains the text 'SynthEngine::setPlayHead'. The right box is white and contains the text 'Lfo::hostSyncRetrigger'. The arrow points from the right side of the gray box to the left side of the white box.

Lfo::hostSyncRetrigger