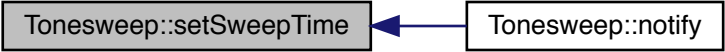


Tonesweep::setSweepTime



```
graph LR; A[Tonesweep::notify] --> B[Tonesweep::setSweepTime];
```

A diagram showing a call from `Tonesweep::notify` to `Tonesweep::setSweepTime`. The `Tonesweep::setSweepTime` box is shaded gray, while the `Tonesweep::notify` box is white. A blue arrow points from the right box to the left box.

Tonesweep::notify