

smacc::SignalDetector
::setProcessorHandle



```
graph LR; A[smacc::run] --> B[smacc::SignalDetector::setProcessorHandle];
```

A diagram showing a call from `smacc::run` to `smacc::SignalDetector::setProcessorHandle`. The call is represented by a blue arrow pointing from the `smacc::run` box to the `smacc::SignalDetector::setProcessorHandle` box.

smacc::run