


HitBuffer::setStep



```
graph LR; A[HitBuffer::setStep] --> B[HitBuffer::step]
```

A diagram showing a call from the `HitBuffer::setStep` method to the `HitBuffer::step` method. The `HitBuffer::setStep` box is shaded gray, and the `HitBuffer::step` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

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