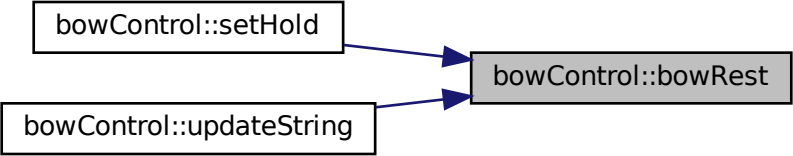


bowControl::setHold

bowControl::updateString

bowControl::bowRest



```
graph LR; A[bowControl::setHold] --> C[bowControl::bowRest]; B[bowControl::updateString] --> C;
```