

setPerformanceMode



```
graph LR; A[setPerformanceMode] --> B[Adafruit_BusIO_RegisterBits::write]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'setPerformanceMode'. The right box is white with a black border and contains the text 'Adafruit_BusIO_RegisterBits' on the top line and '::write' on the bottom line. A blue arrow points from the right side of the gray box to the left side of the white box.

Adafruit_BusIO_RegisterBits
::write