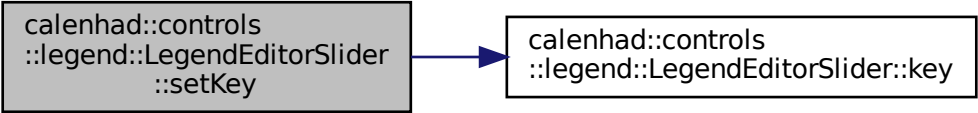


calenhad::controls
::legend::LegendEditorSlider
::setKey



```
graph LR; A["calenhad::controls<br/>::legend::LegendEditorSlider<br/>::setKey"] --> B["calenhad::controls<br/>::legend::LegendEditorSlider::key"]
```

A diagram showing a call to the `setKey` method. A grey box on the left contains the text `calenhad::controls`, `::legend::LegendEditorSlider`, and `::setKey`. A blue arrow points from this box to a white box on the right. The white box contains the text `calenhad::controls`, `::legend::LegendEditorSlider::key`.

calenhad::controls
::legend::LegendEditorSlider::key