

smacc::SignalDetector  
::setProcessorHandle



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

A diagram illustrating a function call. On the right, a white rectangular box with a black border contains the text "smacc::run". A dark blue arrow points from the right side of this box to the right side of a gray rectangular box with a black border on the left. The gray box contains the text "smacc::SignalDetector" on the top line and "::setProcessorHandle" on the bottom line.

smacc::run