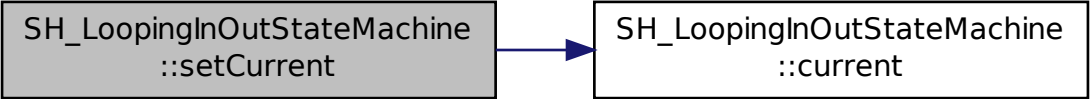


SH\_LoopingInOutStateMachine  
::setCurrent



```
graph LR; A[SH_LoopingInOutStateMachine::setCurrent] --> B[SH_LoopingInOutStateMachine::current];
```

SH\_LoopingInOutStateMachine  
::current