```
CoolBoardActor::state
+ actif
+ temporal
+ inverted
+ primaryType
+ secondaryType
+ rangeLow
+ timeLow
+ hourLow
+ minuteLow
+ rangeHigh
+ timeHigh
+ hourHigh
+ minuteHigh
+ actifTime
+ inactifTime
           -actor
   CoolBoardActor
   - pin
   + begin()
   + write()
```

+ doAction() + config() + printConf()