Remote Control GUI for the power wheels vehicle

0.1

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Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Chapter 2

Class Documentation

2.1 ConnectionInfo Class Reference

`#include <connectioninfo.h>`

Public Slots

- void okClicked ()

Public Member Functions

- ConnectionInfo ()
- QString getIp ()
- QString getPort ()

2.1.1 Detailed Description

ConnectionInfo class. dialog box to get the ip address and port number of the server

Author

Charles Amey

Version

0.1

2.1.2 Constructor & Destructor Documentation

2.1.2.1 ConnectionInfo::ConnectionInfo ( )

constructor to create a new object

2.1.3 Member Function Documentation

2.1.3.1 QString ConnectionInfo::getIp ( )

Returns the ip address

2.1.3.2 QString ConnectionInfo::getPort ( )

returns the port number

2.1.3.3 void ConnectionInfo::okClicked ( ) [slot]

handler for the ok button

The documentation for this class was generated from the following files:

- connectioninfo.h
- connectioninfo.cpp

2.2 Joystick Class Reference

Public Slots

- void **setJoystick** (int jsNumber)

Signals

- void **axisEvent** (int axis, int value)
- void **buttonPress** (int button)
- void **buttonRelease** (int button)

Public Member Functions

- **Joystick** (int jsNumber=0)
- int **attachedJoysticks** ()
- int **currentJoystick** ()
- QString **joystickName** (int id)

The documentation for this class was generated from the following files:

- Joystick.h
- Joystick.cpp

2.3 RemoteControl Class Reference

```
#include <remotecontrol.h>
```

Public Slots

- void displayError (QAbstractSocket::SocketError)
- void serverConnect ()
- void start_forward ()
- void stop_forward ()
- void stop_reverse ()
- void start_reverse ()
- void start_left ()
- void stop_left ()
- void start_right ()
- void stop_right ()
- void start_turret_left ()
- void stop_turret_left ()
- void start_turret_right ()
- void stop_turret_right ()
- void start_turret_up ()
- void stop_turret_up ()
- void start_turret_down ()
- void stop_turret_down ()
- void start_fire ()
- void stop_fire ()
- void axisEvent (int axis, int value)
- void buttonPress (int button)
- void buttonRelease (int button)

Public Member Functions

- RemoteControl (QMainWindow *parent=0)
- void keyPressEvent (QKeyEvent *event)
- void keyReleaseEvent (QKeyEvent *event)

2.3.1 Detailed Description

RemoteControl class. remote control gui interface for the powerwheels vehicle

Author

Charles Amey

Version

0.1

2.3.2 Constructor & Destructor Documentation

2.3.2.1 RemoteControl::RemoteControl (QMainWindow * *parent = 0*)

create a new RemoteControl object

set up a new RemoteControl object

2.3.3 Member Function Documentation

2.3.3.1 void RemoteControl::axisEvent (int *axis,* int *value*) [slot]

event handler for the d-pad on the joystick

handles the d-pad on the joystick

2.3.3.2 void RemoteControl::buttonPress (int *button*) [slot]

event handler for a joystick button press

red = 0 yellow = 1 green = 2 blue = 3 l1 = 4 r1 = 5 l2 = 6 r2 = 7 select = 8 start = 9

2.3.3.3 void RemoteControl::buttonRelease (int *button*) [slot]

event handler for a joystick button releas

2.3.3.4 void RemoteControl::displayError (QAbstractSocket::SocketError *error*) [slot]

display any errors that may occur when connecting to the server

displays the error message if a connection could not be made

2.3.3.5 void RemoteControl::keyPressEvent (QKeyEvent * *event*)

keyboard key pressed event handler

2.3.3.6 void RemoteControl::keyReleaseEvent (QKeyEvent * *event*)

keyboard key released event handler

2.3.3.7 void RemoteControl::serverConnect ( ) [slot]

displays a dialog box asking for the ip and port of the server, then connects to the server

Opens a dialog box, gets the ip address and port of the server. Makes a connection to the server, display an error message if the connection could not be made

2.3.3.8 void RemoteControl::start_fire ( ) [slot]

send signal to start firing the gun

2.3.3.9 void RemoteControl::start_forward ( ) [slot]

sends the signal to the server to tell the vehicle to start moving forward

2.3.3.10 void RemoteControl::start_left ( ) [slot]

sends the signal to the server to tell the vehicle to start turning left

2.3.3.11 void RemoteControl::start_reverse ( ) [slot]

sends the signal to the server to tell the vehicle to stop moving backward

2.3.3.12 void RemoteControl::start_right ( ) [slot]

send the signal to the server to tell the vehicle to start turning right

2.3.3.13 void RemoteControl::start_turret_down ( ) [slot]

send signal to server to tell the turret to start down

2.3.3.14 void RemoteControl::start_turret_left ( ) [slot]

send signal to server to tell turret to start left

2.3.3.15 void RemoteControl::start_turret_right ( ) [slot]

send signal to server to tell the turret to start right

2.3.3.16 void RemoteControl::start_turret_up ( ) [slot]

send signal to server to tell the turret to start up

2.3.3.17 void RemoteControl::stop_fire ( ) [slot]

send signal to stop firing the gun

2.3.3.18 void RemoteControl::stop_forward ( ) [slot]

sends the signal to the server to tell the vehicle to stop moving forward

2.3.3.19 void RemoteControl::stop_left ( ) [slot]

send the signal to the server to tell the vehicle to stop turning left

2.3.3.20 void RemoteControl::stop_reverse ( ) [slot]

sends the signal to the server to tell the vehicle to start moving backward

2.3.3.21 void RemoteControl::stop_right ( ) [slot]

send the signal to the server to tell the vehicle to stop turning right

2.3.3.22 void RemoteControl::stop_turret_down ( ) [slot]

send signal to server to tell the turret to stop going down

2.3.3.23 void RemoteControl::stop_turret_left ( ) [slot]

send signal to server to tell the turret to stop left

2.3.3.24 void RemoteControl::stop_turret_right ( ) [slot]

send signal to server to tell the turret to stop right

2.3.3.25 void RemoteControl::stop_turret_up ( ) [slot]

send signal to server to tell the turret to stop going up

The documentation for this class was generated from the following files:

- remotecontrol.h
- remotecontrol.cpp

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