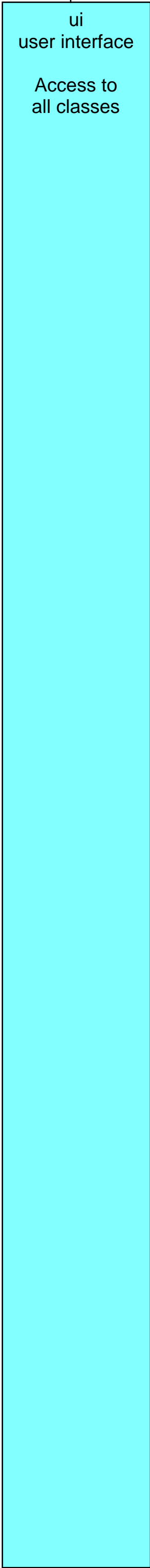
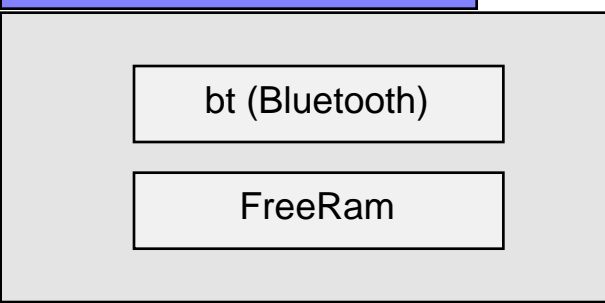
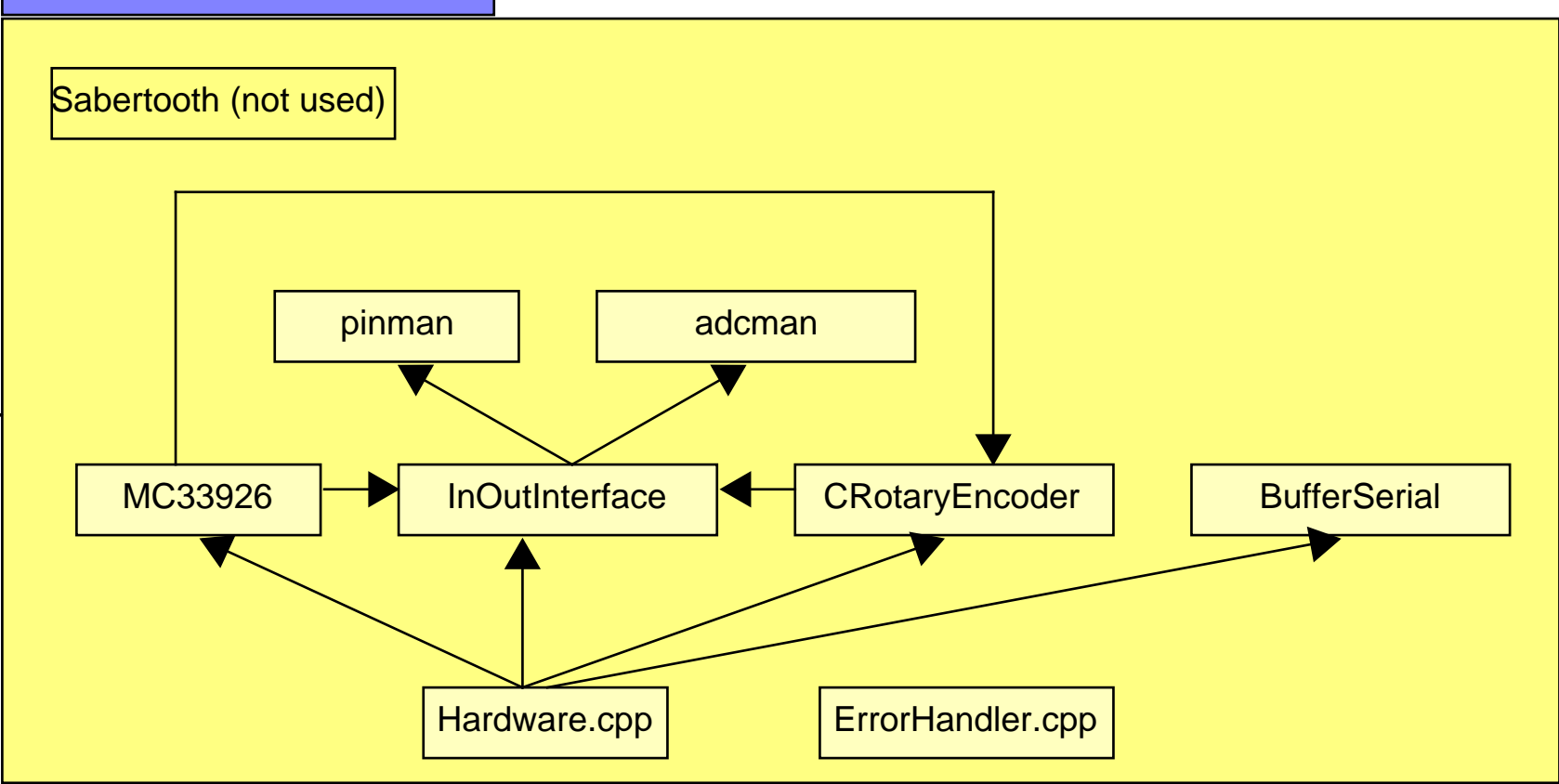


Helper Functions/Classes



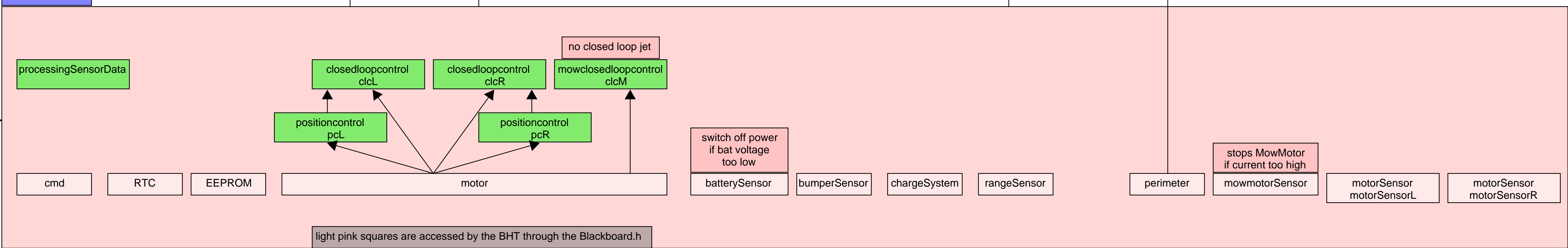
Hardware Abstraction Layer



Hardware.h

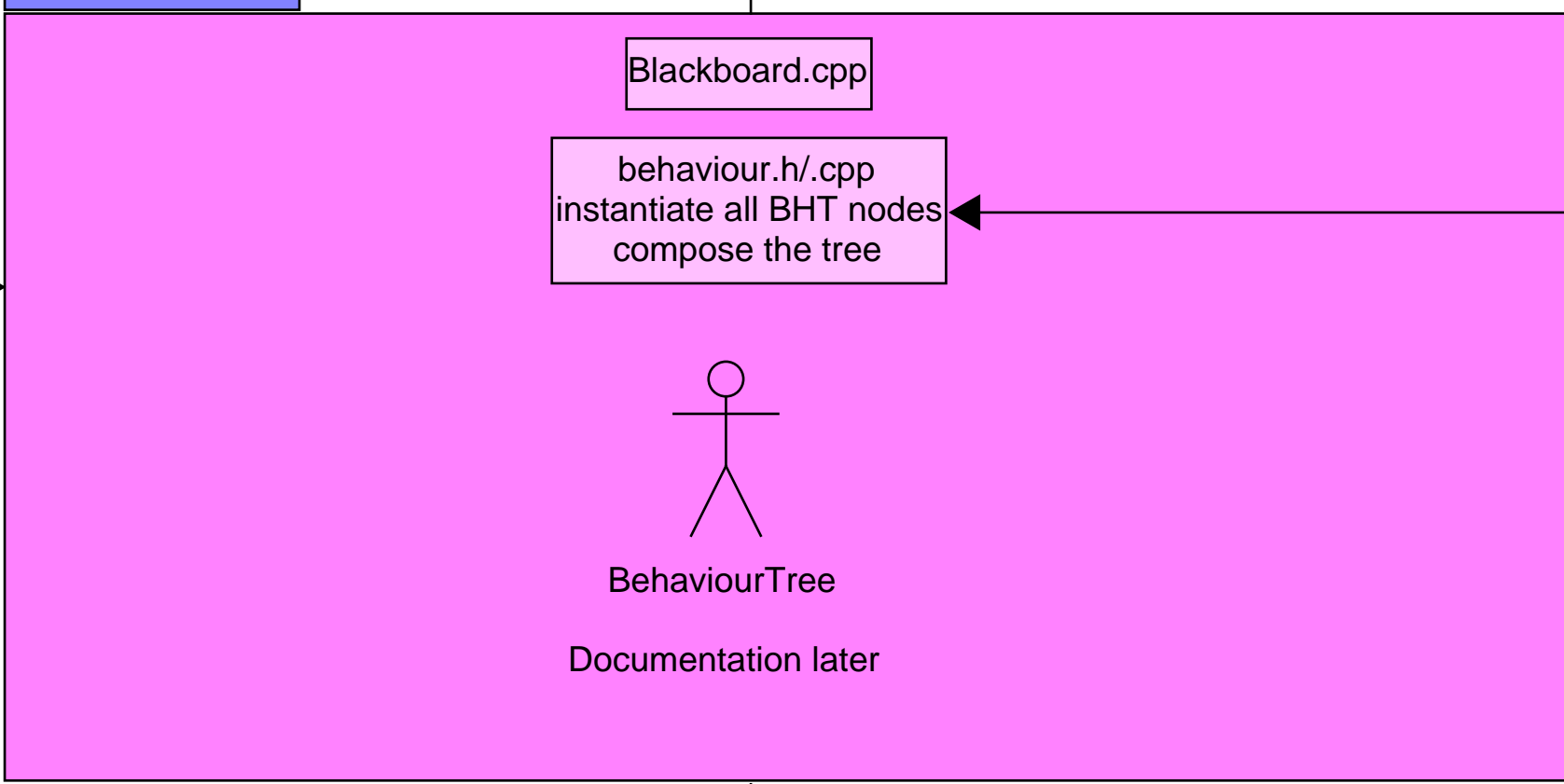
ErrorHandler.h

Services

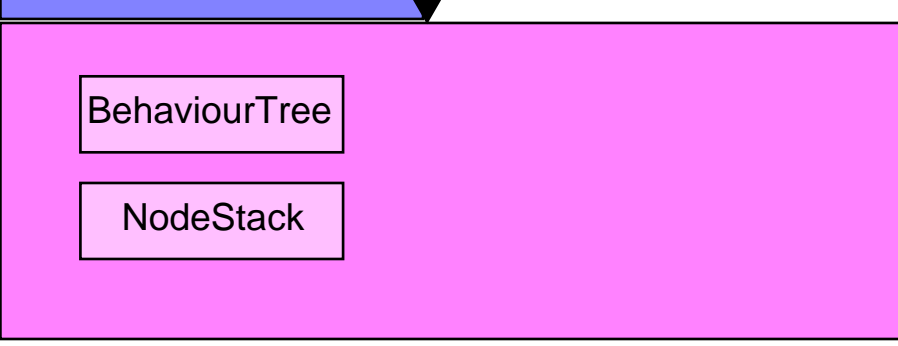


Blackboard.h

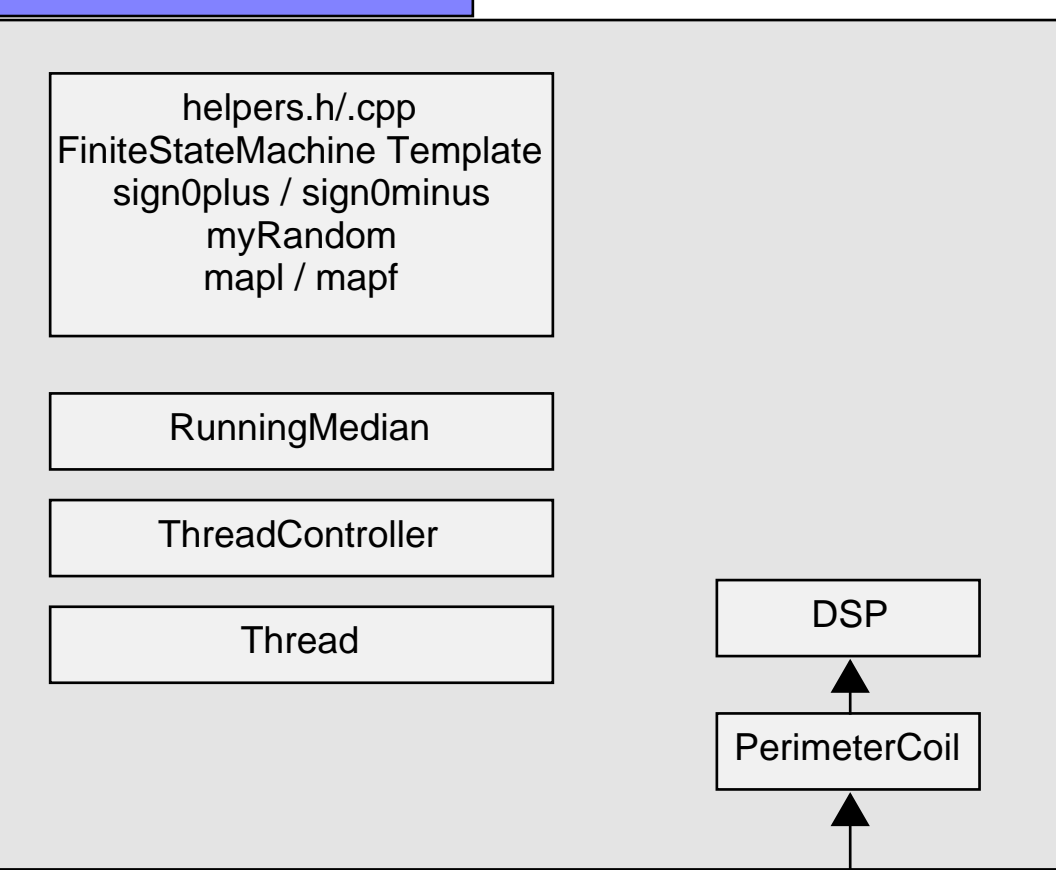
BehaviourTree



BHT Helper Classes



Helper Functions/Classes



config.h
Basic configuration/compile parameter

Raindancer.ino

instantiate HAL, Services, ThreadController, BB and BHT

run setup of all instantiated objects
add service objects to threadcontroller
configure userinterface md_setup();
Check if in docking station

Loop
check if error is activated
controller.run(); // Ececute Threads

if in MANUAL MODE do nothing (All services are runing!)
else if in AUTO_MODE execute BHT: myBehaviour.loop();