

## How we store and transmit config changes:

```
public class
PersistentEmbeddedSystemStateMemento {
    private long uid;
    private int mistingInterval;
    private int mistingDuration;
    private int statusPushInterval;
    private int nutrientsPPM;
    private double nutrientSolutionRatio;
    private int lightsOnHour;
    private int lightsOffHour;
    private int lightsOnMinute;
    private int lightsOffMinute;
    private float targetUpperChamberHumidity;
    private float
targetUpperChamberTemperature;
    private float
targetLowerChamberTemperature;
    private int targetCO2PPM;
}
```