# Thetis data structures for Andromeda

Currently there are 5 tables:

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| **Table name:** | **Columns** | **Type** |
| **Indicators** | Indicator Number | Int (0-19) |
| Table number: **0** | Indicator Action | Int (from enum) |
|  | Indicator Description | String |
|  | Indicator RX Selector | Int  0: insensitive to RX  1: use show\_RX;  2: RX1  3: RX2 |

|  |  |  |
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| **Table name:** | **Columns** | **Type** |
| **Pushbuttons** | Pushbutton Number | Int (0-49) |
| Table number: **1** | Pushbutton Action | Int (from enum) |
|  | Pushbutton Description | String |
|  | Pushbutton RX Selector | Int  0: use show\_RX;  1: RX1  2: RX2  For softkeys: 0-7 for softkey number |

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| **Table name:** | **Columns** | **Type** |
| **Encoders** | Encoder Number | Int (0-19) |
| Table number: **2** | Encoder Action | Int (from enum) |
|  | Encoder Description | String |
|  | Encoder RX Selector | Int  0: use show\_RX;  1: RX1  2: RX2 |

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| **Table name:** | **Columns** | **Type** |
| **Multifunction Settings** | Multi Number | Int (0 ->) |
| Table number: **3** | Multi Action | Int (from enum) |
|  | Multi Description | String |
|  | Multi RX Selector | Int  0: use show\_RX;  1: RX1  2: RX2 |

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| **Table name:** | **Columns** | **Type** |
| **Menu Bar Settings** | Menu Button Number | Int (0-7) |
| Table number: **4** | Menu Action | Int (from enum) |
|  | Menu Text | String |
|  | Menu RX Selector | Int  0: use show\_RX;  1: RX1  2: RX2 |
|  | Menu Number | Int  Menu number to change menu to  (link to next menu; 1st is menu 1) |

We may need to add a table for enum values and strings, for the combo boxes. The enums used are:

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| EButtonBarActions | Pushbuttons and menu items |
| EEncoderActions | Encoder values |
| EIndicatorActions | Indicator values |

Potentially these could be in one table:

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| --- | --- | --- |
| **Table name:** | **Columns** | **Type** |
| **Enum Strings** | Enum Type | Int  0: button bar  1: encoder  2: indicator |
| Table number: 5 | Enum Value | Int (from enum) |
|  | Enum String | String |

You would filter that table to give a list of possible values and strings.