CentipedeManager.h

typedefs
std::array<uint16_t, N_CP_PORTS>: CP_Masks

const N_CP_PORTS = 8: uint8_t

<struct> CP_Address

+port: uint8_t
+bit : uint8_t

CentipedeManager

-cp_ : Centipede
-masks_ : CP_Masks

+CentipedeManager()
+begin()
+clear_masks()
+add_to_masks(CP_Address)
+set_masks(CP_Masks)
+get_masks(): CP_Masks
+report_masks(Stream &)
+send_masks()

translations.h

VALVE2P[][] : int8_t

p2valve(P) : uint8_t
p2led(P) : uint8_t
valve2p(uint8_t) : P
init_valve2p()
valve2cp(uint8_t) : CP_Address

constants.h

const PCS_X_MIN = -7 : int8_t
const PCS_X_MAX = 7 : int8_t
const PCS_Y_MIN = -7 : int8_t
const PCS_Y_MAX = 7 : int8_t
const NUMEL_PCS_AXIS =
PCS_X_MAX - PCS_X_MIN = 15 : uint8_t
const NUMEL_LED_AXIS = 16 : uint8_t
const N_VALVES = 112 : uint8_t

const P2VALVE[][] : uint8_t
const P2LED[][] : uint8_t
const VALVE2CP_PORT[] : uint8_t
const VALVE2CP_BIT[] : uint8_t

const N_LEDS : uint16_t
const PIN_LED_MATRIX : uint8_t
const PIN_R_CLICK_1 : uint8_t
const PIN_R_CLICK_2 : uint8_t
const PIN_R_CLICK_3 : uint8_t
const PIN_R_CLICK_4 : uint8_t
const R_CLICK_1_CALIB : RT_Click_Calibration
const R_CLICK_2_CALIB : RT_Click_Calibration
const R_CLICK_3_CALIB : RT_Click_Calibration
const R_CLICK_4_CALIB : RT_Click_Calibration
const DAQ_DT : uint32_t
const DAQ_LP : float

<struct> Omega_Calib

+balance_mA : float
+sensitivity_mA : float
+full_range_bar : float

const OMEGA_1_CALIB : Omega_Calib
const OMEGA_2_CALIB : Omega_Calib
const OMEGA_3_CALIB : Omega_Calib
const OMEGA_4_CALIB : Omega_Calib

inline mA2bar(float, Omega_Calib): float

ProtocolManager.h

typedefs
std::array<P, MAX_POINTS_PER_LINE> : Line
std::array<uint16_t, NUMEL_PCS_AXIS> : PackedLine
std::array<TimedPackedLine, MAX_LINES> : Program

const MAX_LINES = 5000 : uint16_t
(↑ make as large as free RAM allows)
const MAX_POINTS_PER_LINE =
NUMEL_PCS_AXIS * NUMEL_PCS_AXIS + 1 : uint16_t
const P_NULL_VAL = -128 : int8_t

P ("Point in the Protocol Coordinate System")

+x : int8_t
+y : int8_t

+P(int8_t = P_NULL_VAL, int8_t = P_NULL_VAL)
+set(int8_t, int8_t)
+set_null()
+is_null() : bool
+pack_into_byte() : uint8_t
+unpack_byte(uint8_t)
+print(Stream &)

<struct> TimedLine

+duration: uint16_t
+line : Line

<struct> TimedPackedLine

+duration: uint16_t
+packed : PackedLine

ProtocolManager (work in progress)

+timed_line_buffer : TimedLine
-program_ : Program
-N_lines_ : uint16_t
-pos_ : uint16_t

+ProtocolManager()
+clear()
+restart()
+reached_end() : bool
+add_line(TimedLine) : bool
+add_line(uint16_t, Line) : bool
+transfer_next_line_to_buffer() : TimedLine