HX711
+ PD_SCK: integer
+ DOUT: integer
+ GAIN: integer
+ REFERENCE_UNIT: integer
+ REFERENCE_UNIT_B: integer
+ OFFSET: integer
+ OFFSET_B: integer
+ byte_format: string
+ bit_format: string
- __init__(dout: integer, pd_sck: integer)
- convertFromTwosComplement24bit(inputValue: number) integer
- is_ready(): boolean
- set_gain(gain: integer)
- get_gain(): integer
- readNextBit(): integer
- readNextByte(): integer
- readRawBytes(): List(integer)
- read_Long(): integer
- read_average(times: integer): integer
- read_median(times: integer): integer
- get_value(times: integer): integer
- get_value_A(times: integer): integer
- get_value_B(times: integer): integer
- get_weight(times: integer): integer
- get_weight_A(times: integer): integer
- get_weight_B(times: integer): integer
- tare(times: integer): integer
- tare_A(times: integer): integer
- tare_B(times: integer): integer
- set_reading_format(byte_format: string, bit_format: string)
- set_offset(offset: integer)
- set_offset_A(offset integer)
- set_offset_B(offset integer)
- get_offset(): integer
- get_offset_A(): integer
- get_offset_B(): integer
- set_reference_unit(reference_unit integer)
- set_reference_unit_A(reference_unit: integer)
- set_reference_unit_B(reference_unit: integer)
- get_reference_unit(): integer
- get_reference_unit_A(): integer
- get_reference_unit_B(): integer
- power_down()
- power_up()
- reset()
Use
#keine Klasse
scaleReader
+ referenceUnit: integer
+ hx: HX711
- __init__()
- getCurrentWeight(): integer
#keine Klasse
dbcon
+ db_con: psycopg2
+ bm: cursor
+ connected: boolean
- __init__()
- find(element: integer, List(beverage)): beverage
- isInList(_element: integer, _list: List(beverage)): boolean
- miasble(_needed: List(integer), _beverages: List(beverage)): boolean
- close_connection()
- commit()
- send_update(query: string)
- changeBeverageOnHopper(currentID: integer, toChangeID: integer, hopperid: integer)
- getAllOtherBeverages(): List(beverage)
- getAllAvailableBeverages(): List(beverage)
- getNeededBeverages(needed: List(integer), allbeverages: List(beverage)): List(beverage)
- getAllAvailableMixedDrinks(): List(mixDrinkInformation)
- getAllMixedDrinks(): List(mixDrinkInformation)
- isNameAvailable(__name: string): boolean
- saveCocktailsToSave: mixDrinkInformation)
beveragePushButton
#module siegma2223
+ information: beverage
+ m_index: integer
- __init__(__beverageData: beverage)
beverage
+ m_hopperid: integer
+ m_name: string
+ m_id: integer
+ m_flowspeed: integer
- __init__(__id: integer, __hopperid: integer, _name: string, __flowspeed: integer)
- __str__(): string
mixedDrinkPushButton
+ information: mixDrinkInformation
+ m_index: integer
- __init__(__beverageData: beverage)
mixDrinkInformation
+ m_neededBeverages: Array(beverage)
+ m_fillpercToBvg: List(integer)
+ m_name: integer
+ m_id: integer
- __init__(__id: integer, __name: string, __neededBeverages: Array(beverage), __fillpercToBvg: Array(integer))
- getFillPercTold(__id integer): integer
- setFillPercTold(__id:integer, __perc: integer)
- __str__(): string
#keine Klasse
serialCom
+ picoleft: Serial
+ picoright: Serial
+ picorondell: Serial
+ standard_baudrate: integer
+ running: boolean
- __init__()
- identifyPicos(pico0: Serial, pico1: Serial, pico2: Serial)
- waitUntilReady()
- close_connection()
- send_msg(pico: integer, input: string)
welcomeWindow
+ m_runtimeData: runtimeData
+ cocktailWindow: mixingProgressWindow
+ progressWindow: mixingProgressWindow
+ editHopperWindow: editHoppers
- __init__()
- initWidgets()
- deleteDrinkButtons()
- updateQuickSelect()
- exitBtn_onClick()
- newCocktailBtn_onClick()
- qsDrinkButton_onClick(index: integer, mixeddrink: boolean)
- editHopperOccupancyBtn_onClick()
- integrationTest(): boolean
newCocktailWindow
+ listSize: Tuple(integer)
+ mixDrink: mixDrinkInformation
- __init__()
- initWidgets()
- getBeverageByName(beverage: List(beverage), name: String): beverage
- fillList(list: List(beverage))
- onAvailableSelect()
- onSelectedSelect()
- onAccept()
- onCancel()
- backBtn_onClick()
- viewCocktailsBtn_onClick()
createdCocktailsWindow
+
- __init__()
- initWidgets()
- showMixedDrinkContents(drinkName: String)
- backBtn_onClick()
runtimeData
+ m_beverageList: Array(beverage)
+ m_mixeddrinkList: Array(mixDrinkInformation)
- __init__(__beverageList:Array(beverage), __mixeddrinkList: Array(mixDrinkInformation))
- getMixedDrinkTold(_id: integer): mixDrinkInformation
- getBeverageTold(_id: integer): beverage
EnterInt Dialog
+
- __init__(title: String, label: String)
- exit()
- reject()
- setLabel(text: String)
editHoppers
+
- __init__(__rtd: runtimeData)
- initWidgets()
- deleteDrinkButton()
- updateHopperLayout()
- hopperBtn_onClick(__currentBeverageOnHopper: beverage, __hopperid: integer)
- backBtn_onClick()
currentBeverageBtn
+ currentBvgOnHopper: beverage
- __init__()
changeDrinkWindow
+
- __init__(__bwg: beverage, __hopperid: integer)
- initWidgets()
- saveBtn_onClick()
- qsDrinkButton_onClick(currentID: integer, toChangeID: integer, hopperid: integer)
- deleteOldBtns()
- updateQuickSelect()
- switchView()
mixingProgressWindow
+ m_beverageToMix: beverage
+ m_mixedDrinkToMix: mixDrinkInformation
+ m_mixedDrinkMode: boolean
+ M_mixing: boolean
- __init__(__bwg: beverage, __md: mixDrinkInformation)
- initWidgets()
- startMixingBtn_onClick()
- waitForDrinkFinish(expectedWeight: integer, expectedWeightFull: Integer, emptyDrinkWeigth: integer)
- mixBeverage(__bwgToMix: beverage, _mult: integer): integer
- calculateTimeForActivation(__bwg: beverage, cupSize: integer, ___fillperc: integer, hoppersize: integer): Tuple(integer, integer)
- mixDrink(__mixDrinkToMix: mixDrinkInformation, ___multip: integer): integer
- getLongestListLength(__timeList: List(x,y)): integer
- getTimingsToPico(__timeList: List(Tuple(integer, integer))): 3-Tuple(integer, integer, integer)
- getPicoidToHopperID(__hopperid: integer): integer
- getEstimateWeight(___timeList: List(Tuple(integer, integer))): integer
beveragePushButton
#module editHoppersWindow
+ information: beverage
+ m_index: integer
- __init__(__beverageData: beverage, __currentBvgID: integer, hopperid: integer)