

ARX

- + ARX(std::vector< double
 > &&a, std::vector< double
 > &&b, uint16_t k=1, double
 standard_deviation=0.0)
- + double tick(double u)
- + void setK(uint16_t k)
- + double getK() const
- + const std::vector<
 double > getA() const
- + const std::vector<
 double > getB() const
- + void setAB(std::vector
 < double > a, std::vector
 < double > b)
- + void reset()
- + void disableLimits()
- + void enableLimits()
- + bool getLimitsActive
() const
- + void setInputLimits
(double low, double high)
- + void setOutputLimits
(double low, double high)
- + const std::pair< double,
 double > & getInputLimits
() const
- + const std::pair< double,
 double > & getOutputLimits
() const
- + void setStandardDeviation
(double standard_deviation)
- + double getStandardDeviation
() const