State

+ void setSimmulationRunning (bool simmulation_running)
+ bool getSimmulationRunning()
+ void setSimmulationInterval MS(uint32_t interval)
+ uint32_t getSimmulationIntervalMS()
+ void setOutputCallback (const std::function< void(TickData)> callback)
+ void resetSimmulation()
+ void setGenerator(TypGeneratora type)
+ TypGeneratora getGenerator()
+ void setGeneneratorAmplitude (const double &amplitude)
+ void setGeneneratorDutyCycle (const double &duty_cycle)
+ void setGeneneratorPeriod MS(uint32_t period)
+ void setGeneratorSkladowa Stala(double skladowa_stala)
+ uint8_t getGeneneratorPeriod JumpMS()
+ void setGeneratorUnitJump TimeMS(uint32_t time)
+ void resetGenerator()
+ void setPIDProportional (double k)
+ void setPIDIntegration (double T_i)
+ void setPIDDerrivative (double T_d)
+ void setPIDIntegrationType (IntegType integration_type)
+ void resetPIDIntegration()
+ void resetPIDDerrivative()
+ void setARXCoefficients (std::vector< double > a, std::vector< double > b)
+ const std::vector< double > getARXCoefficientsA()
+ const std::vector< double > getARXCoefficientsB()
+ void setARXTransportDelay (uint16_t k)
+ uint16_t getARXTransport Delay()
+ void setARXInputLimits (double low, double high)
+ const std::pair< double, double > & getARXInputLimits()
+ void setARXOutputLimits (double low, double high)
+ const std::pair< double, double > & getARXOutputLimits()
+ void setARXNoiseStandard Deviation(double standard _deviation)
+ double getARXNoiseStandard Deviation()
+ void setARXLimitsEnabled (bool enabled)
+ void resetARX()
+ void setSaveStateObject (SaveStateInterface *object)
+ void saveToFile(std ::string path)
+ void readFromFile(std ::string path)
+ const std::tuple< const ARX *, const RegulatorPID *, const TypGeneratora, const GeneratorSinusoida *, const GeneratorProstokatny * > getAppState()
+ void tick()
+ static State & getInstance()