

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 std::vector<
 double > & getA()
 - + const std::vector<
 double > & getB()
 - + void setAB(std::vector
 < double > a, std::vector
 < double > b)
 - + void reset()
 - + void disableLimits()
 - + void enableLimits()
- i 6 więcej...