

SaveStateInterface

- + virtual void saveToFile
(std::string &path, UAR
*uar, bool simmulation,
State::TypGeneratora typ,
GeneratorProstokatny *gen
_pros, GeneratorSinusoida *gen_sin)=0
- + virtual void readFromFile
(std::string &path, UAR
*uar, bool *simmulation,
State::TypGeneratora *typ,
GeneratorProstokatny *gen
_pros, GeneratorSinusoida *gen_sin)=0