

## ConnectionSettingsDialog

- Ui::ConnectionSettingsDialog \* ui - INDIClient indiClient
- RemoteTelescope m remote Telescope
- + ConnectionSettingsDialog (OWidget \*parent=nullptr)
- + ~ConnectionSettingsDialog()
- + void setRemoteTelescope (RemoteTelescope remoteTelescope)
- + RemoteTelescope remoteTelescope() void connectToServer()
- void deviceDetected
- (RemoteTelescope)
- void ok()