





«struct»	
s	
+	<u>sAudioInput: char* {readOnly}</u>
+	<u>sAudioOutput: char* {readOnly}</u>
+	<u>sType: char* {readOnly}</u>
+	<u>sBufferSize: char* {readOnly}</u>
+	<u>sBuffers: char* {readOnly}</u>
+	<u>sChannels: char* {readOnly}</u>
+	<u>sSampleFrequency: char* {readOnly}</u>
+	<u>sScaleFactor: char* {readOnly}</u>
+	<u>sUpdateRate: char* {readOnly}</u>
+	<u>sChannel: char* {readOnly}</u>
+	<u>sLevelPerDivision: char* {readOnly}</u>
+	<u>sOffsetIndex: char* {readOnly}</u>
+	<u>sOffset: char* {readOnly}</u>
+	<u>sVisible: char* {readOnly}</u>
+	<u>sTriggerLevel: char* {readOnly}</u>
+	<u>sVertical: char* {readOnly}</u>
+	<u>sActiveChannel: char* {readOnly}</u>
+	<u>sAutomatic: char* {readOnly}</u>
+	<u>sAmplifier: char* {readOnly}</u>
+	<u>sValue: char* {readOnly}</u>
+	<u>sSettings: char* {readOnly}</u>
+	<u>sTime: char* {readOnly}</u>
+	<u>sBaseIndex: char* {readOnly}</u>
+	<u>sPositionIndex: char* {readOnly}</u>
+	<u>sPenColor: char* {readOnly}</u>
+	<u>sTrigger: char* {readOnly}</u>
+	<u>sEdge: char* {readOnly}</u>
+	<u>sDeviceID: char* {readOnly}</u>
+	<u>sSampleFormat: char* {readOnly}</u>
+	<u>sSuggestedLatency: char* {readOnly}</u>
+	<u>sName: char* {readOnly}</u>
+	<u>sParameters: char* {readOnly}</u>
+	<u>sFloatingAvgCount: char* {readOnly}</u>
+	<u>sHoldOff: char* {readOnly}</u>
+	<u>sDelay: char* {readOnly}</u>
+	<u>sActive: char* {readOnly}</u>
+	<u>sFunctionGenerator: char* {readOnly}</u>
+	<u>sMinFFTOrder: char* {readOnly}</u>
+	<u>sMaxFFTOrder: char* {readOnly}</u>
+	<u>sShowFGinScope: char* {readOnly}</u>
+	<u>sBufferPoolSize: char* {readOnly}</u>
+	<u>sSine: char* {readOnly}</u>
+	<u>sRectangle: char* {readOnly}</u>
+	<u>sTriangle: char* {readOnly}</u>
+	<u>sNoise: char* {readOnly}</u>
+	<u>sFrequency1: char* {readOnly}</u>
+	<u>sFrequency2: char* {readOnly}</u>
+	<u>sStartPhase: char* {readOnly}</u>
+	<u>sAmplitude: char* {readOnly}</u>
+	<u>sInterval: char* {readOnly}</u>
+	<u>sPulseWidthFactor: char* {readOnly}</u>
+	<u>sHighLevel: char* {readOnly}</u>
+	<u>sLowLevel: char* {readOnly}</u>
+	<u>sUseNoiseFilter: char* {readOnly}</u>
+	<u>sHighPassFilter: char* {readOnly}</u>
+	<u>sLowPassFilter: char* {readOnly}</u>
+	<u>sCutOff: char* {readOnly}</u>
+	<u>sOrder: char* {readOnly}</u>
+	<u>sQFactor: char* {readOnly}</u>
+	<u>sColors: char* {readOnly}</u>
+	<u>sGrid: char* {readOnly}</u>
+	<u>sBackground: char* {readOnly}</u>
+	<u>sDebugInfo: char* {readOnly}</u>
+	<u>sTrace: char* {readOnly}</u>
+	<u>sDebug: char* {readOnly}</u>
+	<u>sInfo: char* {readOnly}</u>
+	<u>sNotice: char* {readOnly}</u>
+	<u>sWarning: char* {readOnly}</u>
+	<u>sError: char* {readOnly}</u>
+	<u>sCritical: char* {readOnly}</u>
+	<u>sAlert: char* {readOnly}</u>
+	<u>sEmergency: char* {readOnly}</u>
+	<u>sToConsole: char* {readOnly}</u>
+	<u>sToSyslog: char* {readOnly}</u>

«Enumeration» Algorithm::eType	
	none
	add
	subtract
	multiply
	divide
	lissajous

e