## CoolBoardActor::state + actif + temporal + inverted + primaryType + secondaryType + rangeLow + timeLow + hourLow + minuteLow + rangeHigh + timeHigh + hourHigh + minuteHigh + actifTime + inactifTime -actor CoolBoardActor - pin + begin() + write() + doAction() + normalAction() + invertedAction() + temporalActionOff() + temporalActionOn() + mixedTemporalActionOff() + mixedTemporalActionOn() + hourAction()

and 7 more...