A ButtonMap pairs AppAction to a button. A Button Preset assigns 4 App Actions to ABXY. Button can be treated as a joystick
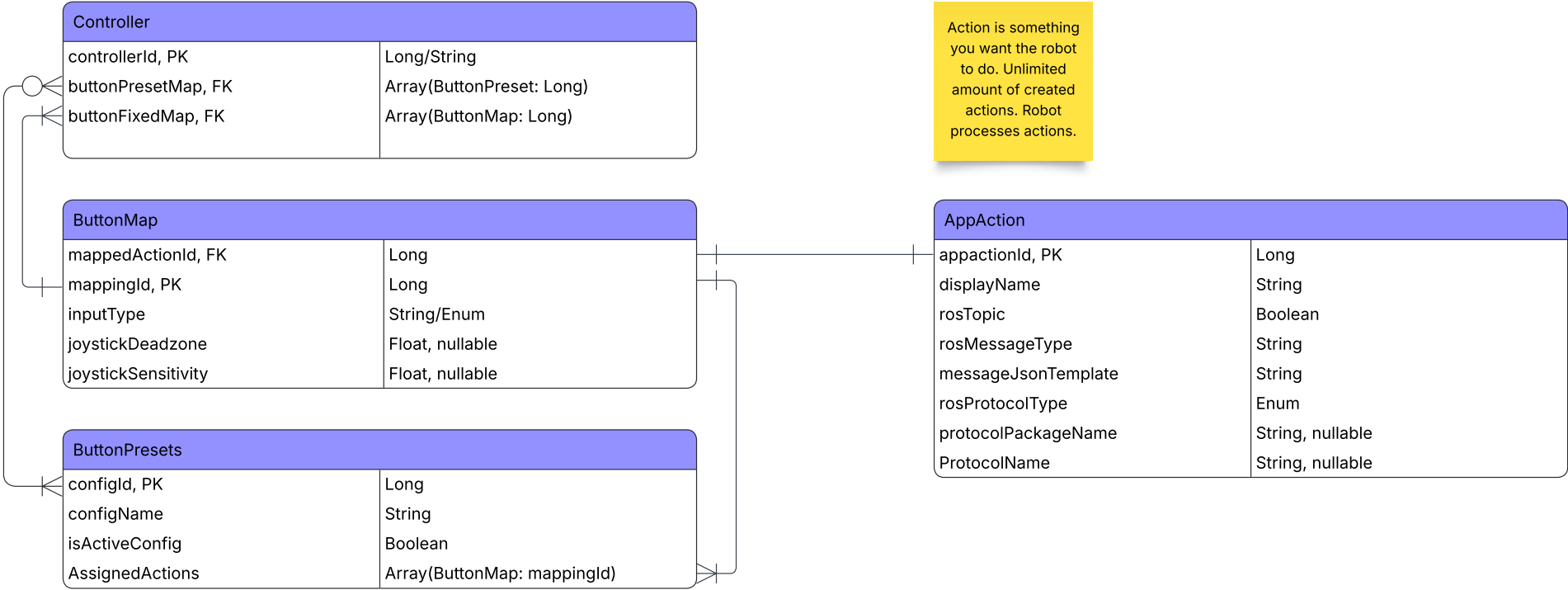
Controller has 8 fixed buttons, and 4 dynamic. There is no default actions.

User can create actions. Actions can be assigned to buttonsMap or presets. Preset is a combination of buttons and actions. User can cycle between different presets.

TODO
1. AppAction
2. ButtonMap
3. Controller
4. ButtonPresets

Action is something you want the robot to do. Unlimited amount of created actions. Robot processes actions.

Controller owns a button map for each assigned button. Controller owns zero or many button presets. Button presets own 1 or many buton map. Button map owns 1 action.

Controller

controllerId, PK	Long/String
buttonPresetMap, FK	Array(ButtonPreset: Long)
buttonFixedMap, FK	Array(ButtonMap: Long)

ButtonMap

mappedActionId, FK	Long
mappingId, PK	Long
inputType	String/Enum
joystickDeadzone	Float, nullable
joystickSensitivity	Float, nullable

ButtonPresets

configId, PK	Long
configName	String
isActiveConfig	Boolean
AssignedActions	Array(ButtonMap: mappingId)

AppAction

appactionId, PK	Long
displayName	String
rosTopic	Boolean
rosMessageType	String
messageJsonTemplate	String
rosProtocolType	Enum
protocolPackageName	String, nullable
ProtocolName	String, nullable

SubcribedTopic: TBD

subscriptionId, PK	Long
topicName	String
topicType	String

UISetting: TBD

backgroundColor	String
autoReconnectEnabled	Boolean
LastConnectionUrl	String
LastConnectionStatus	String