ToggleButton =

**State Variables:**

Boolean visible //Visibility for the user

Boolean enabled //Defines if button is clickable

Boolean down //Defines if button is up or down

String text //Text showed to the user

**Components:**

**null** //This widget is not a container, it is empty

**Events:**

click =

**Trigger:** **system**.click //System special event

**Guard:** (visible & enabled) //Click is effective only is button is enabled

**Effect:** (down = !down) //Change the button's state

Button =

**State Variables:**

Boolean visible //Visibility for the user

Boolean enabled //Defines if button is clickable

String text //Text showed to the user

**Components:**

**null** //This widget is not a container, it is empty

**Events:**

click =

**Trigger:** **system**.click //System special event

**Guard:**(visible & enabled) //Click is effective only is button is enabled

**Effect:** **null** //Clicking on this kind of button does not change its //state

Label =

**State Variables:**

Boolean visible //Visibility for the user

Boolean text //Text showed to the user

**Components:**

**null** //This widget is not a container, it is empty

**Events:**

**null** //This widget has no events

StringChoice =

**State Variables:**

Boolean visible //Visibility for the user

Boolean enabled //Defines if button is clickable

String choice //Choosen string

**Components:**

**null** //This widget is not a container, it is empty

**Events:**

choose(String choice) =

**Trigger:** **system**.selectString(String selection)

**Guard:** (visible & enabled)

**Effect:** (choice = !down)

WXRScreen =

**State Variables:**

// Different modes

String mode\_selection in {"OFF","STDBY","TST","WXON","WXA"}

// Different tilt selection modes

String tilt\_selection in {"AUTO","MANUAL"}

// Different tilt stabilization modes

String tilt\_stabilization in {"ON","OFF"}

// Tilt angle range

Number tilt\_angle in [-15.,15.]

**Components:**

Label modeSelectionLabel

StringChoice modeSelectionChoice

Label tiltSelectionLabel

Button tiltSelectionButton

Label tiltSelectionValueLabel

Label stabilizationLabel

Button stabilizationButton

Label stabilizationValueLabel

Label tiltAngleLabel

DecimalChoice tiltAngleChoice

**Bindings:**

modeSelectionLabel.text = "MODE\_SELECTION:"

modeSelectionChoice.choice = mode\_selection

tiltSelectionLabel.text = "TILT SELECTION:"

tiltSelectionButton.text = "CTRL"

tiltSelectionValueLabel.text = tilt\_selection

stabilizationLabel.text = "STABILIZATION:"

stabilizationButton.text = "CTRL"

stabilizationButton.enabled = (tilt\_selection == "MANUAL")

stabilizationValueLabel.text = tilt\_stabilization

tiltAngleLabel.text = "TILT ANGLE:"

tiltAngleChoice.value = tilt\_angle

tiltAngleChoice.enabled = (tilt\_selection == "MANUAL")

**Input Events:**

switchTiltToManual() =

**Trigger:** tiltSelectionButton.click()

**Pre:** tilt\_selection == "AUTO"

**Post:** tilt\_selection = "MANUAL"

switchTiltToAuto() =

**Trigger:** tiltSelectionButton.click()

**Pre:** tilt\_selection == "MANUAL"

**Post:** tilt\_selection = "AUTO"

tiltChangedManually() =

**Trigger:** tiltAngleChoice.choose(tiltAngleChoice.selectedValue)

**Pre:** tilt\_selection == "MANUAL"

**Post:** tilt\_angle = tiltAngleChoice.selectedValue