SUPERVISORY LIBRARY

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INTRODUCTION

- This document was created to be a tutorial for the supervisory library's new users

- The main skecth of this library is called "supervisory"

- The main object of this library is the "Application" (singleton).

- Various "Screens" (that are also objetcs) can be added to this application

- Each screen can add various "Controls" to it (graphic objects).

- Examples of controls: button / label / ProgressBar / Graphic / ScrollBar / ComboBox /

- All the events (mouse, keyboard, serial, timer) are initially processed at main sketch, than are "redirected" for the current screen, than for each control.

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MAIN SKETCH

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MAIN OBJECTS

- Application

- Screen

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CONTROLS

- Button

- Graphic

- Label

- Progress Bar

- Scroll Bar

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EVENTS

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ARDUINO INTERFACE

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END