ControllerInterface

The following are methods which all Controller derivatives must have implemented and use. Examples of how they can be implemented are given in the Controller.h base class.

* void loop() : used to perform one update “cycle” of the MVC system. The Controller checks for Inputs form the Viewer, parses any passed Inputs, notifies the Model of any Events created while parsing the Inputs, then calls on the Model and the Viewer to update themselves. Calling loop() also sets the Controller to an active state.
* Void pause() : sets the Controller to an inactive state.
* Bool isRunning() : returns true if the Controller is active, or false if the Controller is inactive. Can be used as a condition to control client loops.
* Void parseInput() : processes any Inputs in the queue.
* Void notifyModel() : sends any Events in the queue to the connected Model object.
* Void refreshViewer() : force the Viewer object to update itself.