

controlInterface.cpp - implements logic for observers

implements

controlInterface.h (Observable)

- separate logic for buttons/triggers and joystick's

implements virtual method

- just create header file

windows -

linux - joystick.h
- read from controller

- get variables from config / passed when creating

- if change is detected call notify

↳ notify implemented in controlInterface

whole
get
in
main

Observer - has call back;

- calls functions to transport - NOT MULTITHREAD

- call to processor -

↳ platform dependent =>

↳ implemented by what

↳ left - yaho co to linux

↳ singleton (accessible from anywhere)