Mode

+ virtual void handleSingle
Press()=0
+ virtual void handleDouble
Press()=0
+ virtual void handleLongPress()=0
+ virtual void handlePress
Released()=0
+ virtual void handleSelection
States()=0
+ virtual void handleReset
SinglePress()=0
+ virtual void handleReset
DoublePress()=0
+ virtual void handleReset
LongPress()=0
+ virtual void handleReset
PressReleased()=0
+ virtual void setup()=0
+ virtual void teardown()=0
+ virtual void update()=0

Mode1

- LEDController & ledController
- InputHandler & inputHandler
- Encoder & encoder
- ResetButton & resetButton
- Gates & gates
- MIDIHandler & midiHandler
- bool doublePressHandled
- bool inChannelSelection
- bool isInSelection
- bool singlePressHandled
- int selectedChannel
- int confirmedChannel
- int previousChannel
- const int NUM_MIDI
_CHANNELS
- int numLeds

+ Mode1(Encoder &encoder,
InputHandler &inputHandler,
Gates &gates, LEDController
&ledController, MIDIHandler
&midiHandler, ResetButton &resetButton)
+ void handleSinglePress
() override
+ void handleDoublePress
() override
+ void handleLongPress
() override
+ void handlePressReleased
() override
+ void handleSelectionStates
() override
+ void handleResetSinglePress
() override
+ void handleResetDoublePress
() override
+ void handleResetLongPress
() override
+ void handleResetPressReleased
() override
+ void setup() override
+ void teardown() override
+ void update() override
- void handleEncoder()
- void handleButton(Encoder
::ButtonState buttonState)
- void handleChannelSelection()
- void handleChannelSelection
Press()