«controller»
loadData

- parametersPtr_; parameters *
- bufferPtr_; buffer *
- movement_; unsigned char
- dataIndex_; unsigned char
- logDataTimeoutCounter_; unsigned int
- waterTimeoutCounter_; unsigned int

+ init(parameters *, buffer *); void
+ getBuffer(char **, unsigned int *); int
+ movementDetekt(); int
+ logDataTimeout(); int
+ waterTimeout(); int
+ CY_ISR(logDataISR)
+ CY_ISR(waterISR)