```
unique ptr<
              -dataPtr
smacc2::FlashLightSetting
+ FlashLightSetting()
+ ~FlashLightSetting()
+ InitPubLight()
+ UpdateLightInEnv()
+ Name()
+ Link()
+ SwitchOn()
+ SwitchOff()
+ SetDuration()
+ SetDuration()
+ SetInterval()
+ SetInterval()
+ SetColor()
+ SetColor()
+ BlockCount()
+ RemoveBlock()
+ InsertBlock()
#Flash()
# Dim()
# CurrentColor()
```