

# Event System

EventInterface <T extends BasicEvent>

BasicEvent  
timestamp, addr, x, y,  
special, source

TypedEvent  
(legacy)

PolarityEvent  
polarity = on/off

Aps Ds Event  
readbottype = RESET/SIGNAL/EF  
adcSample, startOffFrame

EventPacket <E extends BasicEvent>  
capacity, size, eventClass, eventConstructor  
E eventPrototype, E elementData [] 4096

RawPacket  
outputPacket

⇒ time limited processing,  
iterator - can timeout  
In/Out Iterators

ApsDvsEventPackets <E extends ApsDsEvent>

⇒ get DVS events only, w/o img samples

EventFilter  
- can be enclosed in another  
- chip link  
- can annotate (openGL)

EventFilter2D  
- adds output packet  
- filterPacket() method

ApsDvsEventFilter

- filters packet by iterating over it;  
copies over only specified events  
to output packet

EventRaw  
address  
timestamp

AEPacketRaw  
addresses

AEPacket  
numEvents, capacity  
timestamps  
Event[]  
Raw