

C LedController

❑ DEFAULT_TIME_ON_TICKS : uint32_t

❑ _currentState : eLedState

❑ _index : short

❑ _ticksOn : uint32_t

❑ _ticksOff : uint32_t

❑ _blink : bool

❑ _isTimerActive : bool

❑ _quickOnTicks : uint32_t

❑ _quickOffTicks : uint32_t

❑ _stdOnTicks : uint32_t

❑ _stdOffTicks : uint32_t

❑ _slowOnTicks : uint32_t

❑ _slowOffTicks : uint32_t

● LedController()

● ~LedController()

● initialize(index : uint8_t, ticksOn : uint32_t, totalTimeTicks : uint32_t) : void

● lodOn(void) : void

● ledOff(void) : void

● {inline} setTimings(timeOn : uint16_t, totalTime : uint16_t) : void

● {inline} setTicksTimings(ticksOn : uint32_t, totalTicks : uint32_t) : void

● setTimerTicksforQuickStandardAndSlowBlinkingState(ticksOnQuick : uint32_t, totalTicksQuick : uint32_t, ticksOnStd : uint32_t, totalTicksStd : uint32_t, ticksOnSlow : uint32_t, totalTicksSlow : uint32_t) : void

● {inline} isBlinking(void) : bool

● {inline} isOn(void) : bool

● startBlinking(force : bool)

● startQuickBlinking(void) : void

● startStandardBlinking(void) : void

● startSlowBlinking(void) : void

● toggle(void) : void

◆ processEvent(void) : EventStatus

■ _setInternalTimings(on : uint32_t, off : uint32_t) : void

■ _stopBlinking() : void

■ _startBlinking() : void

■ _ST_LED_OFF_Action() : void

■ _ST_LED_ON_Action() : void

◆ «typedef»

○ «typedef»

