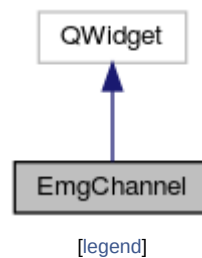


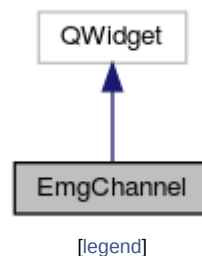
EmgChannel Class Reference

```
#include <EmgChannel1.h>
```

Inheritance diagram for EmgChannel:



Collaboration diagram for EmgChannel:



Public Member Functions

EmgChannel (QWidget *parent=0, Qt::WindowFlags flags=0, QString qmlFile="Empty QML", QString channelNo="Empty Channel", DataSource *dsource=0, QQuickView *channelQuickView=0)

~EmgChannel ()

Detailed Description

Definition at line 27 of file **EmgChannel.h**.

Constructor & Destructor Documentation

◆ EmgChannel()

```
EmgChannel::EmgChannel ( QWidget *      parent = 0,  
                        Qt::WindowFlags flags = 0,  
                        QString         qmlFile = "Empty QML",  
                        QString         channelNo = "Empty Channel",  
                        DataSource *    dsource = 0,  
                        QQuickView *   channelQuickView = 0  
                        )
```

Definition at line 6 of file [EmgChannel.cpp](#).

◆ ~EmgChannel()

```
EmgChannel::~EmgChannel ( )
```

Definition at line 34 of file [EmgChannel.cpp](#).

The documentation for this class was generated from the following files:

- include/[EmgChannel.h](#)
- src/[EmgChannel.cpp](#)