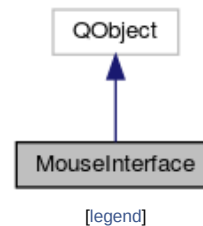


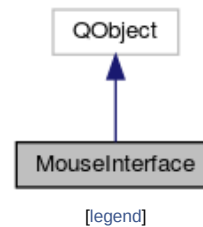
MouseInterface Class Reference

```
#include <MouseInterface.h>
```

Inheritance diagram for MouseInterface:



Collaboration diagram for MouseInterface:



Public Slots

void **getRawInput** ()

void **setPerturbationActiveBoolTrue** ()

void **WriteEvent** ()

void **WriteStim** ()

void **WriteChannel** (int channel)

Signals

movement ()

movementStopped ()

Public Member Functions

MouseInterface ()

~MouseInterface ()

int	openPort ()
-----	--------------------

void	setMovementBool (bool)
------	-------------------------------

void	setPerturbationActiveBoolFalse ()
------	--

void	setLogPath (QString m_logPath)
------	---------------------------------------

void	setMovementDetectedBool (bool mMovementDetectedBool)
------	---

void	SetupDigitalOutput ()
------	------------------------------

int	GetDevices ()
-----	----------------------

void	SetupEventTrigger ()
------	-----------------------------

void	SetupChannelSelection ()
------	---------------------------------

void	SetupStimTrigger ()
------	----------------------------

void	StopTask ()
------	--------------------

Public Attributes

bool	movementDetectedBool
------	-----------------------------

Detailed Description

Definition at line **26** of file **MouseInterface.h**.

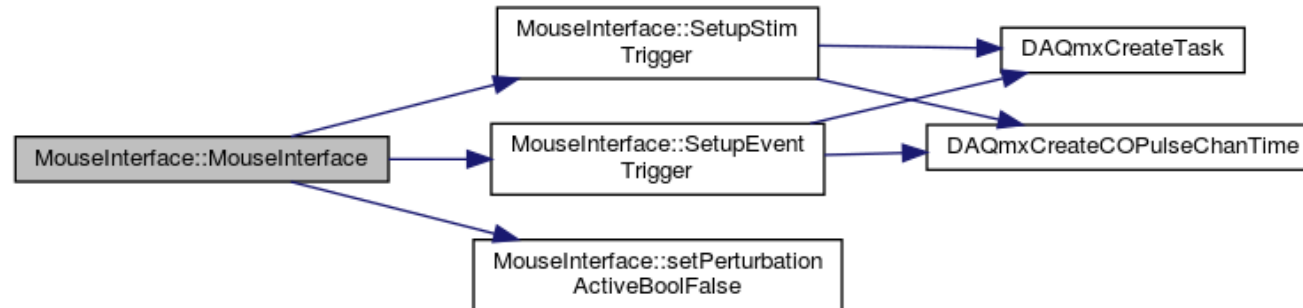
Constructor & Destructor Documentation

◆ **MouseInterface()**

MouseInterface::MouseInterface ()

Definition at line 3 of file [MouseInterface.cpp](#).

Here is the call graph for this function:



◆ ~MouseInterface()

MouseInterface::~~MouseInterface ()

Definition at line 46 of file [MouseInterface.cpp](#).

Here is the call graph for this function:



Member Function Documentation

◆ GetDevices()

```
int MouseInterface::GetDevices ( )
```

Definition at line [293](#) of file [MouseInterface.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



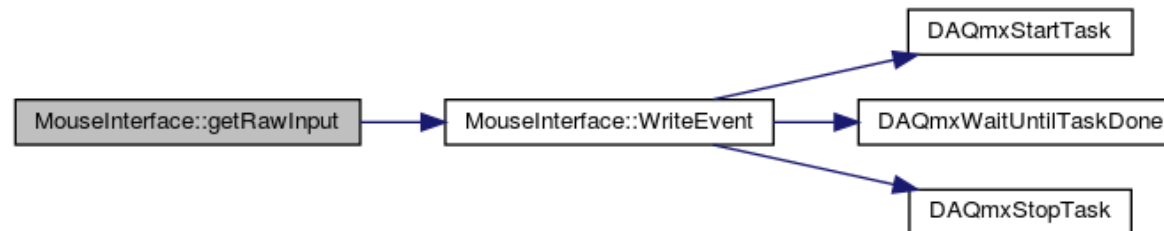
◆ getRawInput

```
void MouseInterface::getRawInput ( )
```

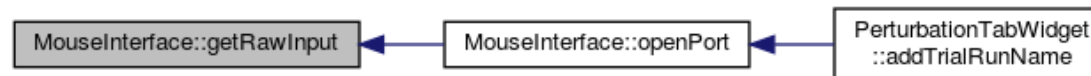
slot

Definition at line [78](#) of file [MouseInterface.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:

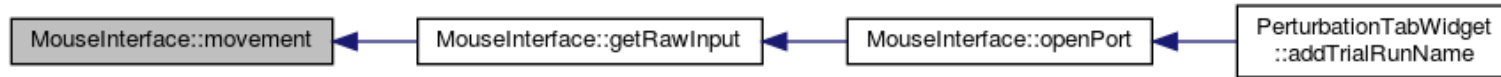


◆ movement

MouseInterface::movement ()

signal

Here is the caller graph for this function:

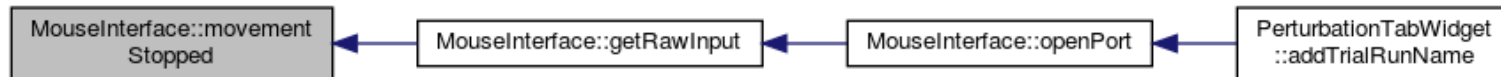


◆ movementStopped

MouseInterface::movementStopped ()

signal

Here is the caller graph for this function:

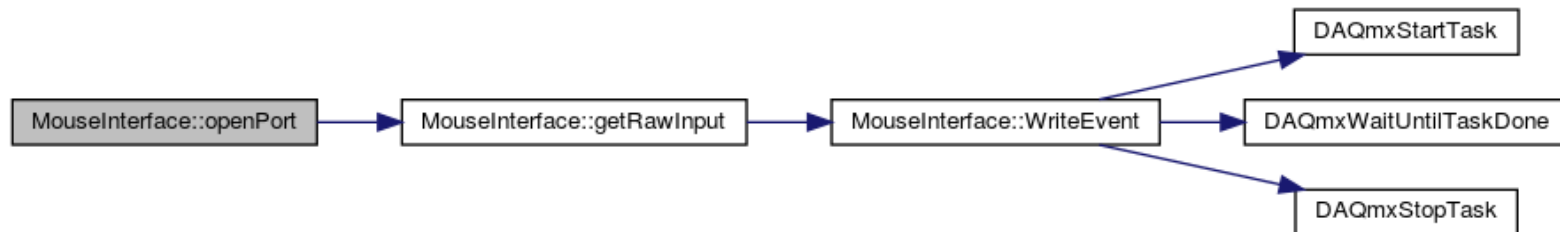


◆ openPort()

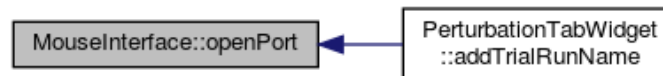
int MouseInterface::openPort ()

Definition at line 51 of file [MouseInterface.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



◆ setLogPath()

```
void MouseInterface::setLogPath ( QString m_logPath )
```

Definition at line 199 of file [MouseInterface.cpp](#).

Here is the caller graph for this function:

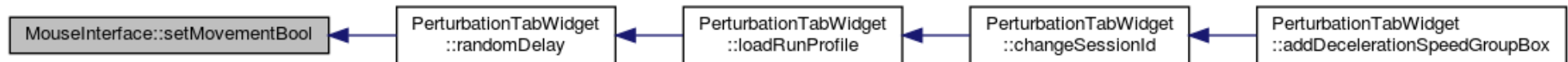


◆ setMovementBool()

```
void MouseInterface::setMovementBool ( bool m_movementDetected )
```

Definition at line 179 of file [MouseInterface.cpp](#).

Here is the caller graph for this function:

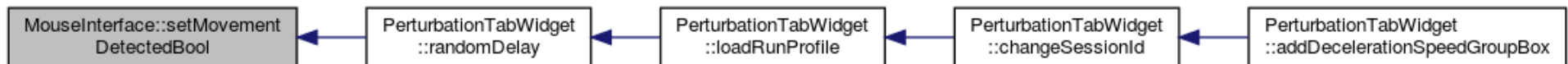


◆ setMovementDetectedBool()

```
void MouseInterface::setMovementDetectedBool ( bool mMovementDetectedBool )
```

Definition at line 184 of file [MouseInterface.cpp](#).

Here is the caller graph for this function:

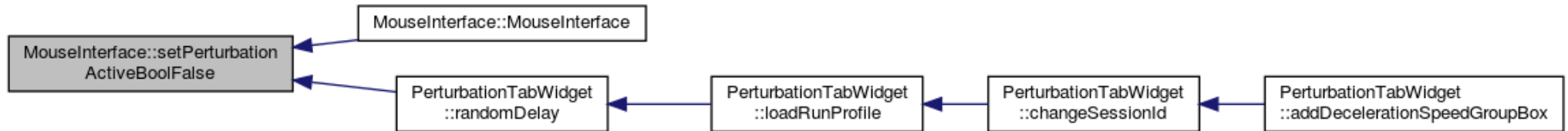


◆ setPerturbationActiveBoolFalse()

```
void MouseInterface::setPerturbationActiveBoolFalse ( )
```

Definition at line 194 of file [MouseInterface.cpp](#).

Here is the caller graph for this function:



◆ setPerturbationActiveBoolTrue

```
void MouseInterface::setPerturbationActiveBoolTrue ( )
```

slot

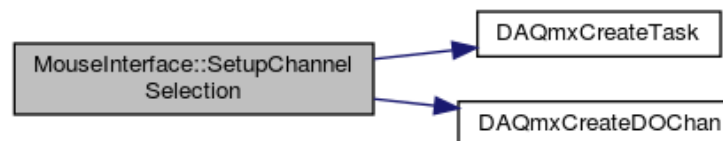
Definition at line 189 of file [MouseInterface.cpp](#).

◆ SetupChannelSelection()

```
void MouseInterface::SetupChannelSelection ( )
```

Definition at line 253 of file [MouseInterface.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



◆ SetupDigitalOutput()

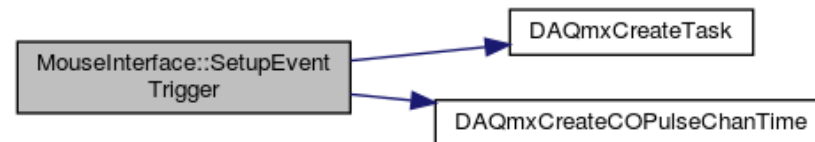
```
void MouseInterface::SetupDigitalOutput ( )
```

◆ SetupEventTrigger()

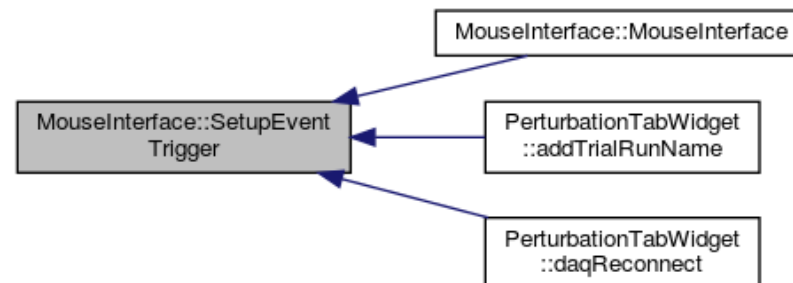
```
void MouseInterface::SetupEventTrigger ( )
```

Definition at line [224](#) of file [MouseInterface.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:

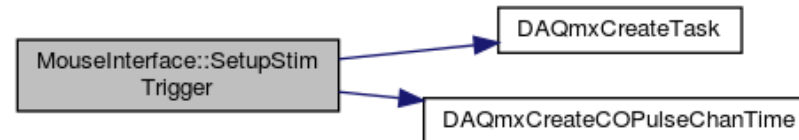


◆ SetupStimTrigger()

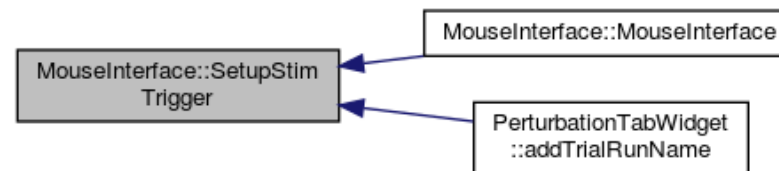

```
void MouseInterface::SetupStimTrigger ( )
```

Definition at line [239](#) of file [MouseInterface.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:

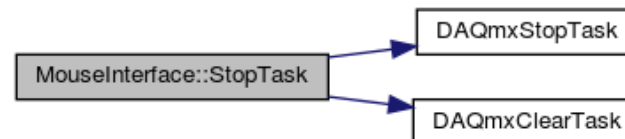


◆ StopTask()

```
void MouseInterface::StopTask ( )
```

Definition at line [280](#) of file [MouseInterface.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



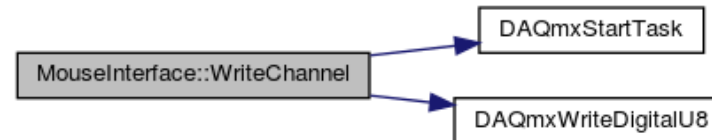
◆ WriteChannel

```
void MouseInterface::WriteChannel ( int channel )
```

slot

Definition at line 259 of file [MouseInterface.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



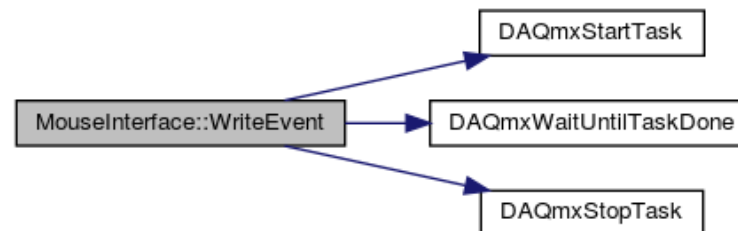
◆ WriteEvent

```
void MouseInterface::WriteEvent ( )
```

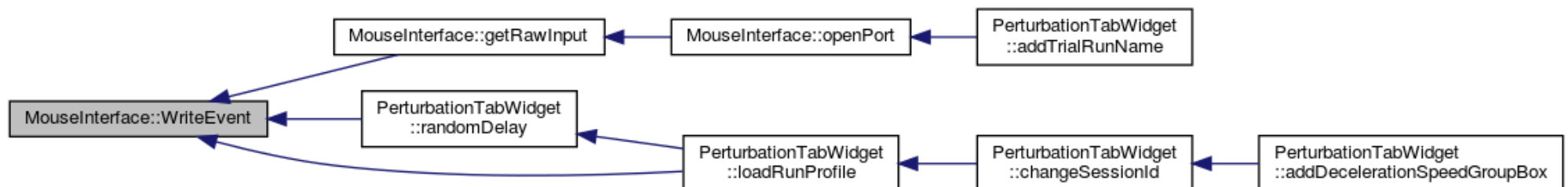
slot

Definition at line 230 of file [MouseInterface.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



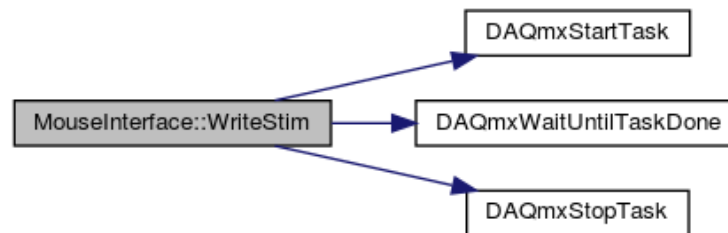
◆ WriteStim

```
void MouseInterface::WriteStim ( )
```

slot

Definition at line [245](#) of file [MouseInterface.cpp](#).

Here is the call graph for this function:



Member Data Documentation

◆ movementDetectedBool

```
bool MouseInterface::movementDetectedBool
```

Definition at line [45](#) of file [MouseInterface.h](#).

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

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