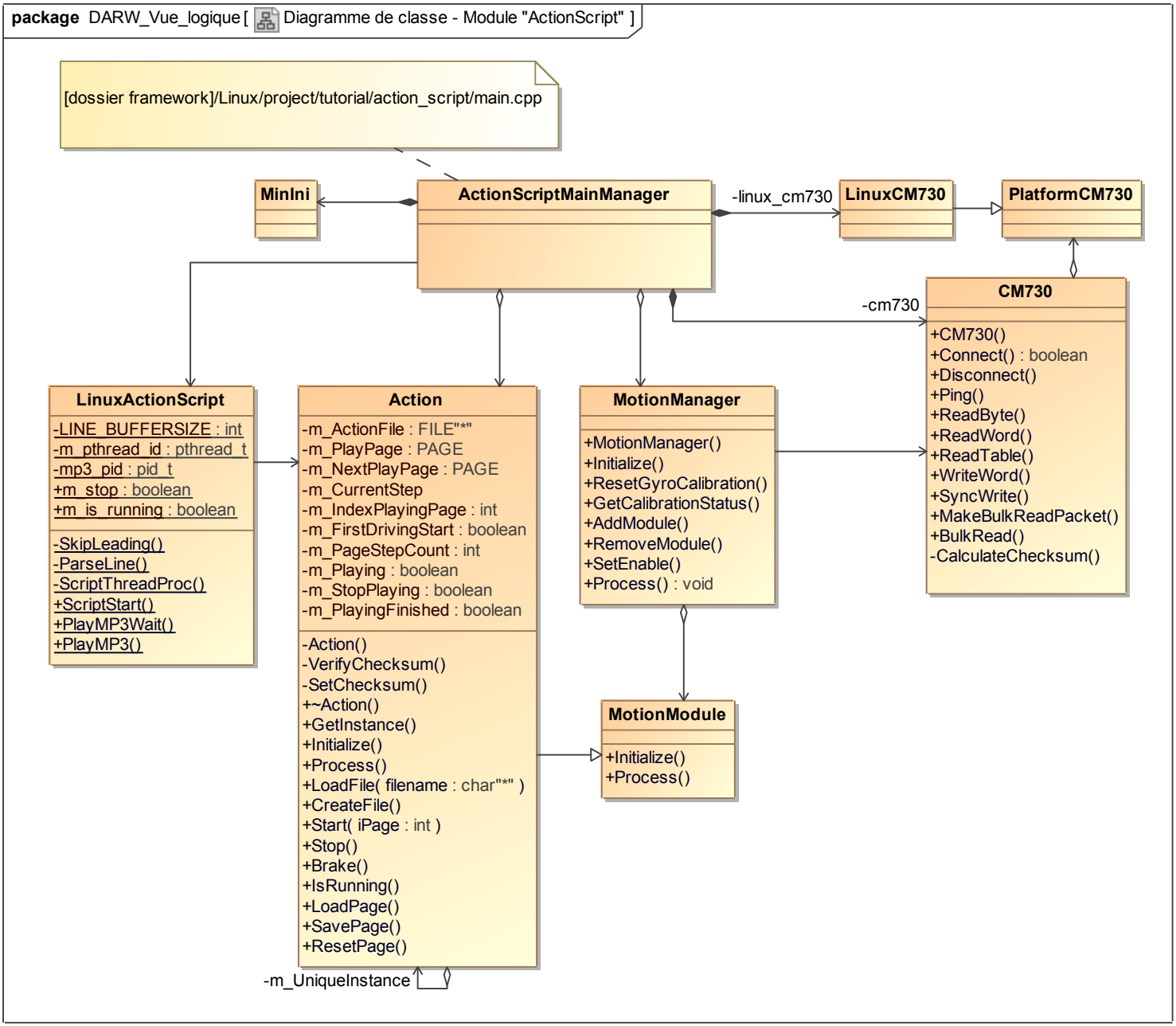
package DARW_Vue_logique [Diagramme de classe - Module "ActionScript"]
[dossier framework]/Linux/project/tutorial/action_script/main.cpp
MinIni
ActionScriptMainManager
-linux_cm730
LinuxCM730
PlatformCM730
-cm730
CM730
+CM730()
+Connect() : boolean
+Disconnect()
+Ping()
+ReadByte()
+ReadWord()
+ReadTable()
+WriteWord()
+SyncWrite()
+MakeBulkReadPacket()
+BulkRead()
-CalculateChecksum()
LinuxActionScript
-LINE_BUFFERSIZE : int
-m_pthread_id : pthread_t
-mp3_pid : pid_t
+m_stop : boolean
+m_is_running : boolean
-SkipLeading()
-ParseLine()
-ScriptThreadProc()
+ScriptStart()
+PlayMP3Wait()
+PlayMP3()
Action
-m_ActionFile : FILE"*"
-m_PlayPage : PAGE
-m_NextPlayPage : PAGE
-m_CurrentStep
-m_IndexPlayingPage : int
-m_FirstDrivingStart : boolean
-m_PageStepCount : int
-m_Playing : boolean
-m_StopPlaying : boolean
-m_PlayingFinished : boolean
-Action()
-VerifyChecksum()
-SetChecksum()
+~Action()
+GetInstance()
+Initialize()
+Process()
+LoadFile(filename : char"*")
+CreateFile()
+Start(iPage : int)
+Stop()
+Brake()
+IsRunning()
+LoadPage()
+SavePage()
+ResetPage()
-m_UniqueInstance
MotionManager
+MotionManager()
+Initialize()
+ResetGyroCalibration()
+GetCalibrationStatus()
+AddModule()
+RemoveModule()
+SetEnable()
+Process() : void
MotionModule
+Initialize()
+Process()