

**SURCL**

0.2.0

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# Contents

<b>1</b>	<b>Directory Hierarchy</b>	<b>1</b>
1.1	Directories . . . . .	1
<b>2</b>	<b>Namespace Index</b>	<b>3</b>
2.1	Namespace List . . . . .	3
<b>3</b>	<b>File Index</b>	<b>5</b>
3.1	File List . . . . .	5
<b>4</b>	<b>Directory Documentation</b>	<b>7</b>
4.1	libsurcl/ Directory Reference . . . . .	7
4.2	remote/ Directory Reference . . . . .	8
4.3	simulator/ Directory Reference . . . . .	9
4.4	simulator/trunk/ Directory Reference . . . . .	10
4.5	libsurcl/trunk/ Directory Reference . . . . .	11
4.6	remote/trunk/ Directory Reference . . . . .	12
<b>5</b>	<b>Namespace Documentation</b>	<b>13</b>
5.1	std Namespace Reference . . . . .	13
5.1.1	Detailed Description . . . . .	13
<b>6</b>	<b>File Documentation</b>	<b>15</b>
6.1	libsurcl_buttons.h File Reference . . . . .	15
6.1.1	Detailed Description . . . . .	17
6.1.2	Variable Documentation . . . . .	18
6.1.2.1	BUTTON_FILE_SEND . . . . .	18
6.1.2.2	BUTTON_VOLUME_UP . . . . .	18
6.2	libsurcl_command.cpp File Reference . . . . .	19
6.2.1	Detailed Description . . . . .	19
6.3	libsurcl_command.h File Reference . . . . .	20

6.3.1	Detailed Description	20
6.4	libsurcl_configuration.cpp File Reference	21
6.4.1	Detailed Description	21
6.5	libsurcl_ir.cpp File Reference	22
6.5.1	Detailed Description	22
6.6	libsurcl_parser.cpp File Reference	23
6.6.1	Detailed Description	23
6.7	surcl_Simulator_Main.cpp File Reference	24
6.7.1	Detailed Description	24
6.8	surcl_Simulator_Main.h File Reference	25
6.8.1	Detailed Description	25

# Chapter 1

## Directory Hierarchy

### 1.1 Directories

This directory hierarchy is sorted roughly, but not completely, alphabetically:

libsurcl . . . . .	7
trunk . . . . .	11
remote . . . . .	8
trunk . . . . .	12
simulator . . . . .	9
trunk . . . . .	10



## Chapter 2

# Namespace Index

### 2.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

<a href="#">std</a> .....	13
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# Chapter 3

## File Index

### 3.1 File List

Here is a list of all documented files with brief descriptions:

<b>fonts.h</b>	??
<b>helper.h</b>	??
<b>lcd.h</b>	??
<b>libsurcl_bluetooth.h</b>	??
<a href="#">libsurcl_buttons.h</a>	15
<a href="#">libsurcl_command.cpp</a>	19
<a href="#">libsurcl_command.h</a>	20
<a href="#">libsurcl_configuration.cpp</a>	21
<b>libsurcl_configuration.h</b>	??
<b>libsurcl_gui.h</b>	??
<a href="#">libsurcl_ir.cpp</a>	22
<b>libsurcl_ir.h</b>	??
<a href="#">libsurcl_parser.cpp</a>	23
<b>libsurcl_parser.h</b>	??
<b>ssplcd.h</b>	??
<a href="#">surcl_Simulator_Main.cpp</a>	24
<a href="#">surcl_Simulator_Main.h</a>	25



## Chapter 4

# Directory Documentation

### 4.1 libsurcl/ Directory Reference

#### Directories

- directory [trunk](#)

## 4.2 remote/ Directory Reference

### Directories

- directory [trunk](#)

## 4.3 simulator/ Directory Reference

### Directories

- directory [trunk](#)

## 4.4 simulator/trunk/ Directory Reference

### Files

- file `simulator/trunk/main.cpp`
- file [surcl\\_Simulator\\_Main.cpp](#)
- file [surcl\\_Simulator\\_Main.h](#)

## 4.5 libsurcl/trunk/ Directory Reference

### Files

- file **helper.cpp**
- file **helper.h**
- file **libsurcl\_bluetooth.cpp**
- file **libsurcl\_bluetooth.h**
- file [libsurcl\\_buttons.h](#)
- file [libsurcl\\_command.cpp](#)
- file [libsurcl\\_command.h](#)
- file [libsurcl\\_configuration.cpp](#)
- file **libsurcl\_configuration.h**
- file **libsurcl\_gui.cpp**
- file **libsurcl\_gui.h**
- file [libsurcl\\_ir.cpp](#)
- file **libsurcl\_ir.h**
- file [libsurcl\\_parser.cpp](#)
- file **libsurcl\_parser.h**

## 4.6 remote/trunk/ Directory Reference

### Files

- file **fonts.h**
- file **lcd.cpp**
- file **lcd.h**
- file **remote/trunk/main.cpp**
- file **ssplcd.h**

# Chapter 5

## Namespace Documentation

### 5.1 std Namespace Reference

#### Classes

- class **StringAccessorMutator**
- class **libsurcl\_bluetooth**
- class **libsurcl\_command**
- class **Action**
- class **Macro**
- class **ButtonMap**
- class **Profile**
- class **libsurcl\_ir**
- class **libsurcl\_parser**

#### Enumerations

- enum **mapCommunication** {  
    **NONE** = 0, **IR** = 1, **BT** = 2, **RF** = 4,  
    **MACRO** = 8 }

#### 5.1.1 Detailed Description

File: [helper.h](#) Author: Charles Moye Date: 2009/03/11



# Chapter 6

## File Documentation

### 6.1 libsurcl\_buttons.h File Reference

#### Variables

- const int `NUMBER_BUTTONS` = 53  
*The total number of buttons defined.*
- const int `HIGHEST_HOLD_BUTTON` = 10  
*value of the key for the highest button requiring the Hold Send*
- const int `BUTTON_VOLUME_UP` = 1  
*Buttons - Listed with repeat send first, then send\_once after.*
- const int `BUTTON_VOLUME_DOWN` = 2  
*the `BUTTON_vol_down` intacter contains the keyboard shortcut which corresponds to the volume down button on a remote*
- const int `BUTTON_CHANNEL_UP` = 3  
*the `BUTTON_chan_up` character contains the keyboard shortcut which corresponds to channel up button on a remote*
- const int `BUTTON_CHANNEL_DOWN` = 4  
*the `BUTTON_chan_down` intacter contains the keyboard shortcut which corresponds to channel down button on a remote*
- const int `BUTTON_UP` = 5  
*the `BUTTON_up` intacter contains the keyboard shortcut which corresponds to the up arrow on the remote*
- const int `BUTTON_DOWN` = 6  
*the `BUTTON_down` intacter contains the keyboard shortcut which corresponds to the down arrow on the remote*
- const int `BUTTON_LEFT` = 7  
*the `BUTTON_up` intacter contains the keyboard shortcut which corresponds to the up arrow on the remote*

- const int `BUTTON_RIGHT` = 8  
*the `BUTTON_right` intacter contains the keyboard shortcut which corresponds to the right arrow on the remote*
- const int `BUTTON_FAST_FORWARD` = 9  
*the `BUTTON_fast_forward` intacter contains the keyboard shortcut which corresponds to the fast forward button on the remote*
- const int `BUTTON_REWIND` = 10  
*the `BUTTON_rewind` intacter contains the keyboard shortcut which corresponds to the rewind button on the remote*
- const int `BUTTON_POWER` = 11  
*the `BUTTON_power` intacter contains the keyboard shortcut which corresponds to the on/off or power button on a remote*
- const int `BUTTON_TV_VIDEO` = 12  
*the `BUTTON_tv_video` intacter contains the keyboard shortcut which corresponds to the tv/video source button on a remote*
- const int `BUTTON_HUNDRED` = 13  
*the `BUTTON_hundred` intacter contains the keyboard shortcut which corresponds to the 100+ button on the remote*
- const int `BUTTON_ENTER` = 14  
*the `BUTTON_enter` intacter contains the keyboard shortcut which corresponds to the enter button on the remote*
- const int `BUTTON_PLAY` = 15  
*the `BUTTON_play` intacter contains the keyboard shortcut which corresponds to the play button on the remote*
- const int `BUTTON_PAUSE` = 16  
*the `BUTTON_pause` intacter contains the keyboard shortcut which corresponds to the pause button on the remote*
- const int `BUTTON_STOP` = 17  
*the `BUTTON_stop` intacter contains the keyboard shortcut which corresponds to the stop button on the remote*
- const int `BUTTON_TV_VCR` = 18  
*the `BUTTON_tv_vcr` intacter contains the keyboard shortcut which corresponds to the tv/vcr source button on a remote*
- const int `BUTTON_MENU` = 19  
*the `BUTTON_menu` intacter contains the keyboard shortcut which corresponds to the menu button on the remote*
- const int `BUTTON_EXIT` = 20  
*the `BUTTON_exit` intacter contains the keyboard shortcut which corresponds to the exit button on the remote*
- const int `BUTTON_PREVIOUS_CHANNEL` = 21

*the `BUTTON_recall` intacter contains the keyboard shortcut which corresponds to the recall button on the remote*

- const int `BUTTON_MUTE` = 22

*the `BUTTON_mute` intacter contains the keyboard shortcut which corresponds to the mute button on the remote*

- const int `BUTTON_SET` = 23
- const int `BUTTON_SOURCE` = 24
- const int `BUTTON_CONTROL` = 25

*the control intacter changes which device the remote controls*

- const int `BUTTON_RECORD` = 26
- const int `EXIT_LOOP` = 27

*the `exit_loop` intacter relates to the exit command which can be given to exit the program*

- const int `BUTTON_SLEEP` = 28
- const int `BUTTON_EJECT` = 29
- const int `BUTTON_NUM_0` = 30
- const int `BUTTON_NUM_1` = 31
- const int `BUTTON_NUM_2` = 32
- const int `BUTTON_NUM_3` = 33
- const int `BUTTON_NUM_4` = 34
- const int `BUTTON_NUM_5` = 35
- const int `BUTTON_NUM_6` = 36
- const int `BUTTON_NUM_7` = 37
- const int `BUTTON_NUM_8` = 38
- const int `BUTTON_NUM_9` = 39
- const int `BUTTON_PROGRAMMABLE_A` = 40
- const int `BUTTON_PROGRAMMABLE_B` = 41
- const int `BUTTON_PROGRAMMABLE_C` = 42
- const int `BUTTON_PROGRAMMABLE_D` = 43
- const int `BUTTON_PROGRAMMABLE_E` = 44
- const int `BUTTON_PROGRAMMABLE_F` = 45
- const int `BUTTON_PROGRAMMABLE_G` = 46
- const int `BUTTON_PROGRAMMABLE_H` = 47
- const int `BUTTON_SEEK_BACKWARD` = 48
- const int `BUTTON_SEEK_FORWARD` = 49
- const int `BUTTON_SKIP_BACKWARD` = 50
- const int `BUTTON_SKIP_FORWARD` = 51
- const int `BUTTON_FILE_SEND` = 52
- const int `BUTTON_FILE_RECEIVE` = 53

### 6.1.1 Detailed Description

**Author:**

Charles Allison

**Date:**

11-19-2008 all declarations for buttons

## 6.1.2 Variable Documentation

### 6.1.2.1 `const int BUTTON_FILE_SEND = 52`

Special Bluetooth Buttons

### 6.1.2.2 `const int BUTTON_VOLUME_UP = 1`

Buttons - Listed with repeat send first, then send\_once after.

the `BUTTON_vol_up` intacter contains the keyboard shortcut which corresponds to the volume up button on a remote

## 6.2 libsurcl\_command.cpp File Reference

```
#include "libsurcl_command.h"
```

### 6.2.1 Detailed Description

**Author:**

Joey Simeone

**Date:**

03/31/2009

## 6.3 libsurcl\_command.h File Reference

```
#include "libsurcl_configuration.h"  
#include "libsurcl_bluetooth.h"  
#include "libsurcl_ir.h"
```

### Namespaces

- namespace [std](#)

### Classes

- class `std::libsurcl_command`

### 6.3.1 Detailed Description

**Author:**

Joey Simeone

**Date:**

03/31/2009

## 6.4 libsurcl\_configuration.cpp File Reference

```
#include "libsurcl_configuration.h"
```

### 6.4.1 Detailed Description

**Author:**

Charles Moyer

**Date:**

03/31/2009

## 6.5 libsurcl\_ir.cpp File Reference

```
#include "libsurcl_ir.h"
```

### 6.5.1 Detailed Description

**Author:**

Charles Moye  
Charles Allison

**Date:**

11-19-2008

## 6.6 libsurcl\_parser.cpp File Reference

```
#include "libsurcl_parser.h"
```

### 6.6.1 Detailed Description

**Author:**

Charles Moye

**Date:**

03/31/2009

## 6.7 surcl\_Simulator\_Main.cpp File Reference

```
#include <QtGui>
#include "surcl_Simulator_Main.h"
```

### 6.7.1 Detailed Description

**Author:**

Charles Moye  
Joey Simeone

**Date:**

12-03-2008

## 6.8 surcl\_Simulator\_Main.h File Reference

```
#include <QDialog>
#include <QDir>
#include <QFileDialog>
#include <QString>
#include "ui_surcl_Simulator_Main.h"
#include "libsurcl/libsurcl_ir.h"
#include "libsurcl/libsurcl_buttons.h"
#include "libsurcl/libsurcl_command.h"
```

### Classes

- class **surclSimulatorMain**

### Variables

- const int **MAX\_PROFILES** = 5
- const int **MAX\_DEVICES** = 20

### 6.8.1 Detailed Description

**Author:**

Charles Moyer

**Date:**

12-03-2008

# Index

BUTTON\_FILE\_SEND  
    libsurcl\_buttons.h, 18

BUTTON\_VOLUME\_UP  
    libsurcl\_buttons.h, 18

libsurcl/ Directory Reference, 7

libsurcl/trunk/ Directory Reference, 11

libsurcl\_buttons.h, 15

    BUTTON\_FILE\_SEND, 18

    BUTTON\_VOLUME\_UP, 18

libsurcl\_command.cpp, 19

libsurcl\_command.h, 20

libsurcl\_configuration.cpp, 21

libsurcl\_ir.cpp, 22

libsurcl\_parser.cpp, 23

remote/ Directory Reference, 8

remote/trunk/ Directory Reference, 12

simulator/ Directory Reference, 9

simulator/trunk/ Directory Reference, 10

std, 13

surcl\_Simulator\_Main.cpp, 24

surcl\_Simulator\_Main.h, 25