

# RobotControlUtility

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## Program Design

<b>Presenter:</b>	RCUPresenter	Program start, Controller identification
	ControllerPresenter	Poll and Control, set up View and Model
<b>View</b>	MainView	MainFrame with ControllerPanel + Logging general settings
	ControllerView	Settings for each controller
	SkillView	Settings for skill system
<b>Model</b>	ConfigManager	Configuration management, associate Buttons with Actions
	GamePadRead	Controller polling
	GamePadInterpreter	Interpret Component and Value to Action
	ActionTranslator	Translate Action to ASCII or similar
	ActionSender	Send Actions to centralSoftware (Sockets)
	KeyboardReader/-Interpreter	Necessary???